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Greeting, and welcome to the second new look issue. Before I start with the self congratulations it's time to answer a few of your questions and dare I say it, complaints. The most popular gripe, (really the only gripe), is about the multi-format nature of the magazine. Yes I know it says PC, C64, Amiga or even ST Fun on the front cover but the contents inside each magazine are the same. We are not trying to con anyone, the Fun magazine is a multi-format magazine, which covers everything except Spectrum and Amstrad products. The reason for the specific names on each issue is to let you, the reader, know what format disc is on the cover. Hopefully by putting multi-format magazine on the front cover this should solve some of the problems. If anyone else has any other suggestions, (polite ones), feel free to send them in. We have had a few Gallery entries already but not quite enough for a full fledged Gallery, so as an added incentive for the first Gallery, (at least), each picture printed will receive a game from the goody drawer. Finally a thank you for all the surveys thus far received. With the information contained therein we can build you a bigger better magazine. Cheers, The Ed.



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INSTRUCTIONS

ST Fun - Secession

LOADING INSTRUCTIONS

Switch on ST and insert disc. When desktop appears double click on drive A icon. Double click on folder in window. Double click on program SECCOLOR.PRG and the game will load.

INSTRUCTIONS TO PLAY

You are in the middle of a battle, fighting for your independence. The Confederated States of America and the United States have reached a point of war, and the year? 1861.

To assist you with your battle, options have been placed at the top of the screen. These represent your choices and give status reports.

Before you play the game you must select your leaders names and enter them into the computer. You also have a choice of Generals as you will see by selecting the military bar.

As you begin the game you find yourself with a set amount of money to spend on recruiting men and purchasing ships. You can select and buy at the beginning of each turn if you wish to do so.

You may use your political powers to adjust the finances that are available to you.

Taxes :May be raised or lowered depending on your financial position.

Legislation:Allows you to pass laws from which you think benefits will be gained.

Reserve :Allows you to determine how many reserves you wish to bring into play. Best used in desperate situations only.

Print money:This selection will allow you to print money, which will later enable you to buy extra ships and recruit more men.

Financial :Selecting this feature will let you see how much credit you have, how much in debt you are in and how much inflation has risen.

Propaganda :Lets you see how much you can afford to spend on speeches, newspaper coverage, etc.

Select your next place for attack, using the campaign option, and place your troops in the area.

I wish you luck as you select your targets for your campaigns and set out to get back what you feel is rightly yours, by conquering the USA.

C64 Fun - Oil Mania & Forty Five

LOADING INSTRUCTIONS

Place disc in drive and type: LOAD "*",8,1

A menu will appear after a short wait, simply select the game you wish to play.

INSTRUCTION TO PLAY

Oil Mania

The idea of the game is to collect all of the dots to advance to the next level. Unfortunately as you drill nasties will come along and destroy your pipe. Use the joystick to guide your pipe around the screen, when the nasties threaten your pipe press firebutton to retract it. Nasties can be destroyed by the drilling tip of the pipe.

Forty Five

It's puzzle time as you attempt to remove all balls from the board, except one which must finish in the centre position. To control the game you use the joystick to place the cursor over the ball you wish to move and press the firebutton, next you place the cursor on the hole you wish to move ball to and press firebutton. A ball can only be moved if it can leap over another ball, which then disappears upon completion of the move.

Amiga Fun - Alienator

LOADING INSTRUCTIONS

Place disc in drive and turn on machine. Game will load automatically.

INSTRUCTIONS TO PLAY

The aliens have landed and you've got to blast them. Like defender in concept, very unlike it in implementation. Defend your pawns from the descending invaders with a healthy dose of your blasters. Use joystick to rotate your craft, (three small panels at bottom of screen show your relative position with the world), and firebutton to blast. To change your speed hold down the firebutton and push the joystick forward to accelerate, back to decelerate. For more information on your adversaries check out the demo.

PC Fun - Crazy Sue

LOADING INSTRUCTIONS

Insert disc and at appropriate prompt type: GAME-A Press RETURN and the game will load.

INSTRUCTIONS TO PLAY

To guide Sue on her madcap adventure you must use the numeric keypad. Collision with the nasties is fatal and collecting the jump icon will allow you to perform even us points. To complete a level you must reach the right hand end edge of the level and be in possession of the key.

HOW TO REDEEM LEVEL SEVEN OF YOUR CRYSTAL FEVER NOVEMBER COVER DISK IN TWELVE EASY TO FOLLOW STEPS.

Having trouble with an invisible wall on level seven? Read on.

1. Insert the Crystal Fever cover disk into the drive and load game.
2. Do not select START LEVEL, select START LEVEL EDITOR.
3. Press your joystick up to enter the icon bar.
4. Select the ID icon, (top right hand corner).
5. Place the cursor arrow on LEVEL, hold down fire and move the joystick to the right until LEVEL 7 is reached.
6. Place the cursor arrow on LOAD and press fire.
7. Place the cursor arrow on X (exit) and press fire.
8. The cursor arrow will now appear on the icon bar. Select the <> icon.
9. Move the joystick left until you arrive at MOVEABLE WALL (each objects name will be displayed in a rectangular green box). Select MOVEABLE WALL by pressing fire.

10. Pull the arrow cursor down from the menu bar which will now turn into a square cursor. Locate this cursor over the invisible wall (the invisible wall is represented on the right hand side inner wall of the map, as two black rectangles).

11. Pressing the fire button while the cursor is positioned over the invisible wall, will convert it to the moveable type.

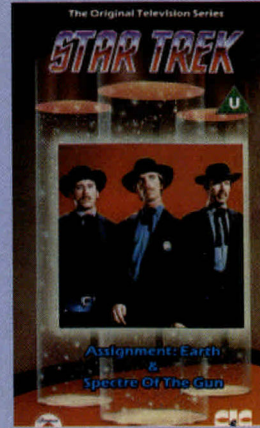
12. All that is to be done now is to save the level, using the ID icon followed by SAVE, command found on menu. Now load the game as normal

We apologize profusely to those of you hindered by the dreaded invisible wall on level 7. All has now been redeemed, and you can now continue your excitement unhindered.

TO BOLDLY GO!!!

Now you can be a part of the five year voyage to explore new worlds and go where no man has gone before, thanks to Electronic Arts and this little video giveaway. 1991 is the twenty-fifth anniversary of the series and to celebrate this fact Electronic Arts is releasing a game based of the classic series of yesteryears, to win this four video giveaway, (containing eight episodes, which is six and a half hours of Trekking), all you have to do is name the cute but destructive creatures in the episode The Trouble With _____.

Send your entries to The Trekking Competition, MC Publications, Unit 29, Riverside Business Centre, High Wycombe, Bucks., HP11 2LT. The first correct entry out of the hat wins the videos.



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844- DISKMAN disk utility.+
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from most known viruses. TLC SUITE+
751- SUPERBOOT V6.0. + more
444- XCONTROL: ATARI's latest IT control
panel accessory for all STs.
454- MEMFILE 2.0: powerful Memory and disk editor.
577- PALART. Art program with full docs.*C*
397- DOODLE, Mono & Colour versions.+
757- CANVAS, a great art package that fully supports the STE.
879- PALETTE MASTER, art package, up to
512 colours. Full docs.*C*
888- ANI-ST great animation package.
396- MASTERPAINT, A great drawing package with some
excellent
Pfeatures & it works in Mon & Col. + LITTLE PAINTER
835- 1ST WORD. Fully GEM based professional
wordprocessor. Inc. printer config util.
482- ST WRITER ELITE V4.1 ultimate wordpro.
887- SOZOBON C. Great PD C compiler.
759- SPRITE EDITOR. Create & save sprites

GAMES DISKS

547- ADDICTION, patience card game(not STE).
863- SLEUTH, A CLEUDO style whodunnit.
894- DEEPLAIR, a simultaneous 2 player underwater
shoot'em up.
762- RUSH, rush around moving bricks in
order to create a way out for the ball.
545- UPSTART shoot the cherries (not STE)
765- COMPANION space shoot'em up.
799- BOMB OUT BROTHERS, Compilation disk
No.1. MAD MOLE, LASER RACE, ALIEN BLOCKADE.
742- TREASURE SEARCH, find the treasure.*D*
309- ADVENTURE WRITING SYSTEM, full docs.
553- 1ST SERVE TENNIS, simulation NOT STE
766- TUNNEL VISION, A great maze game.
PATIENCE card game.
552- BERMUDA RACE 2 Full Documentation.
351- Hack! D&D text adv, graphic maps.
546- SLIDER, puzzle game.
565- SKIDPAN, A motor racing game(NOT STE)
513- FUZZBALL a great platform game
514- A DUDLEY DILEMMA, adventure game.
780- UNDER BERKWOOD An absolutely massive
graphic adventure
782- NAVAL BATTLE, Battleships
707- CENTAURI, A horizontal shoot'em up.
404- GLOB, you collect cherry cakes.
411- KEY TO ATLANTIS, scrolling shoot'em up
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ming shoot'em ups easy by using this pro-
gram written by Ian Blair in STOS.*D*
789- DUNGEON!: Multi choice adventure.

MUSIC

875- COMPOSER, A music creation program.
535- ACCOMPANIST 2.3, by Henry Cosh.
753- XBIOS Music Construction Kit, a
powerful song editor.
754- PERCUSSAMAN is a 4 track, 16 instrument,
digitally synthesised sequencer.
750- SOUNDTRACKER PLAYER & MODULES. D_DREAD1,
D_DREAD2, PAT_MIX, RVB_DEMO, SPREAD.
586- LIFE'S A BITCH, demo by The Lost Boys *D*

568- THE DEFINITIVE DEMO, by The Lost Boys. *D*
569- SLATATANIC CULT, Music Bemo I & Music
Demo II *D*
592- BOMB THE BASS demo.
593- TRANSYLVANIA DEMO by The Lost Boys *D*
594- SOUND CONNECTIONS DEMO *D*
459- STINGRAY DEMO: "Anything can happen in
the next half hour!"

AMIGA PD

AMEG PACK 1

BATTLE PONG (G100)
ZEUS PUZZLE GAME (G101)
MONOPOLY (G103)
AMIGOID'S ASTEROIDS (G104)
SPACE BUTZ (G105)
BLIZZARD (G106)
DRAGONS CAVE (G107)
CASTLE OF DOOM (G108)
PSEUDO-COP (G109)
DRIP (G111)

AMEG PACK 2

MARBLE SLIDE PIPE MANIA (G113)
MAYHEM (G114)
MEGA-BAL BREAKOUT (G119)
PATIENCE (G122)
TREASURE SEARCH (G125)
LEGEND OF FARGHAIL (G126)
ARCADIA (G127)
DYNAMITE DICK (G128)
PAIR IT (G129)
SNAKES AND LADDERS (G130)

AMEG PACK 3

AMIGA TOOLS 1 (U100)
AMIGA TOOLS 2 (U101)
AMIBASE (U102)
LABLE PRINTER (U103)
U-EDIT WORD PROCESSOR (U104)
COMMSPIATION 1 (U105)
VIRUS CATALOGUE (U107)
SID VERSION 1.06 (U112)
FONTS AND SURFACES (U113)
DISKSALVE 1.3 (U114)

GAMES

G102- DIPLOMACY *X*
G110- PD GAMES COMPILATION 1, inc. Welltrix & Breakout.
G112- THE TURN & TRICKY A couple of good puzzle games.
G115- JEOPARDY, based on the board game RISK *X*
G116- LLAMATRON, Blasting game by Jeff Minter.
G117- PD GAMES COMPILATION 2, inc. Battlemech & Bullrun.
G118- BATTLEFORCE, strategy game. *X*
G120- CUBULUS, Rubiks cube type puzzle.
G121- WIZZYS QUEST great game. *X*
G123- STAR TREK, Final Frontier **2 Disks**
G124- BOING THE GAME **2 Disks**
G131- BREAKOUT CONSTRUCTION Set
G132- QUIZ MASTER 2
G133- POPEYE
G134- TENNIS *X*
G135- FLASCHIBER
G136- RETURN TO EARTH
G137- KLONDIKE
G138- TREK TRIVIA
G139- PIPELINE
G140- STAR TREK THE NEXT GENERATION
G141- UGA GAMES
G142- HACK
G143- BIP
G144- STONEAGE
G145- FRANTIC FREDDY
G146- EATMINE Boulderdash * not A1500 etc.
G147- BLOCK IT 1.2 puzzle game
G148- BLACKJACK LAB inc tutor.

EDUCATION

E100- LEARN & PLAY * 2 disks *
E101- Talking Colouring Book.

UTILITIES

U106- COMMSPIATION 2, more modem utils.
U108- U110 CLIP ART, Various
U111- Wordprocessing & Databasing
U115- MENU-MAKER
U116- ICON-MANIA
U117- FIXDISK disk repairer
U118- VACCINE BOOSTER, virus killer
U119- QUICKBASE database F7,F7 & U120 - MED Modules
U121- RED SECTOR demo maker
U122- MASTER VIRUS KILLER V2.1
U123- TETRACOPY
U124- JAZZBENCH
U125- VISICALC Spreadsheet
U126- THE MAGICIANS Utilities
U127- STEEL MOON Utilities
U128- SUPER C Disk
U129- RED DEVIL Utilities 4
U130- TEXT PLUS Wordprocessor
U131- WORDWRIGHT Wordprocessor
U132- AMIGA FOX basic DTP
U133A-D - C-MANUAL
U134- PRINTER DRIVER GENERATOR KIT inc 50 drivers
U135- IMPLORDER V.4 cruncher/archiver
U136- PCQ PASCAL SHELL easy to use, inc docs.

AMOS PD

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A101- Archivist Datavbase
A102- Word Square Solver
A103- Fonts Disk 1
A104- Fonts Disk 2
A105- Baloonacy
A106- Family History Database

FRED FISH

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F143- RIM DATABASE
F144- ANALYTIC SPREADSHEET
F193- KEYMAP EDITOR
F203- ASSEMBLER & C
F219- ASTRONOMY program
F349- MED V3.00

DEMOS

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D111- Thames TV Demo F7SF7 & D119 - Simpsons Mini Mega
D120- Glass World Animation
D123- Bugs Bunny Anim *X*
D124- Smurf+ Cokeman Anims *X*

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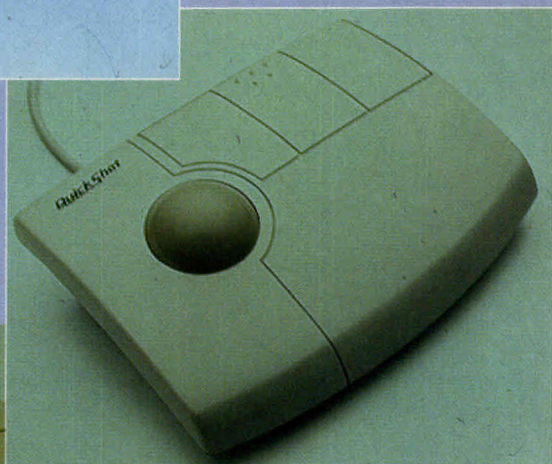
NEWS

STICK TO YOUR YOKE

The patter of tiny microswitches can now be heard behind the shop counter as Bondwell's series of Quickshot joysticks has given birth to a multitude of new models. In addition, though, yokes, trackballs and mice have also joined the fray. Here's the full list.

First off, for all you flight simulation aficionados out there, is a joystick/yoke pairing. The joystick in question is known as the Intruder. Available in five flavours, (Sega/Atari/Amstrad/Commodore/MSX, Nintendo, PC, PC/Apple and Genesis), the Intruder is the best looking joystick I've ever seen. With a short control handle that connects, horizontally, to the base, the Intruder looks like one mean peripheral. For the PC analogue model the Intruder offers an auto-centring operating mode (analogue only), two fire buttons, two - dual speed turbo selections, x/y axis switches (analogue only), six-foot connector and suction cups, omnidirectional grip and eject button for firebutton cover. The digital version also includes a 1/2 player selector, whilst the console versions have separate start/select buttons and slow motion control. I've not, yet, had a chance to test this stick but I wonder if, with the horizontal connector, it might be easy to pull of the desk. Hmmm - we'll see.

The yoke is the strangest example of its genre I've ever seen. Known as the Aviator it is available for the same computer configurations as the Intruder. For the PC analogue version the Aviator includes an auto-centring operating mode (analogue only), four fire buttons, two with turbo fire, x/y axis switches (analogue only), six-foot connector and suction cups, two dual speed turbo fire selections and an attitude/level indicator. Digital versions include a 1/2 player selector, while the console versions have separate start/select buttons and a slow motion control.



YE OLDE BALL AND MOUSE

Onto the less energetic side of computer controllers and the Quickshot mice and trackballs. Quickshot has a grand total of four mice available. For the PC the Rapid Mouse comes complete with three buttons, two sensitivity select switches, a resolution of 200DPI and is bundled with Dr HALO III and QMouse software. The Mouse 150 offers a resolution of 215-430DPI with a programmable resolution of 50-1600DPI, two buttons plus bundled software of QMouse, QMenu and MenuMaker. Going up the scale we have the Mouse 100 which has a resolution of 290-1450DPI, three buttons plus mouse driver and test software. Finally, the Mouse 200 offers a resolution of 420-2100DPI, three buttons and bundled software/accessories, (Dr Halo III, mouse driver, pop-up menus, menus library, test program, mouse pad and mouse pocket).

The Quickshot Quickktrac 100 trackball is an opto-mechanical serial device with a resolution of 215-430DPI and a programmable resolution of 50-1600DPI, three control buttons and a hardware cursor-lock mechanism.

Bundled software includes QTrac, QMenu and MenuMaker.

GRAVIS HIT THE BEACHES

From American hardware company Gravis, via UK distributors Spectravideo comes a small, but perfectly formed, range of joysticks and accessories.

The Gravis Joystick, for it is he, comes in two versions - analogue (for the PC - £49.99) and digital (called 'Switch' - for the C64, Amiga and ST - £39.99). Fashioned in black or trendy 'see through' the Gravis is a solidly built stick consisting of a foam-padded handle complete with a single fire button. The square base holds a further two fire buttons. You are, within limits, able to select the function of each firebutton.

One unique aspect of the Gravis is the ability to alter the tension of the stick itself: from very stiff which requires appreciable force to move in the assigned direction, to a setting which is so slack that the stick flops to one side if released. The analogue includes a set of x/y axis trims that can only be accessed via an included screw-driver.

The Gravis is a good all-purpose stick - good if you play both simulations and arcade games. I've used one with my PC for about a year now and I've had no problems with it at all.



THE ELIMINATOR

Many dedicated games players are using fast PCs to play the latest games. Spectrum Holobyte's Falcon 3.0 and Origin's Wing Commander 2 demand a fast PC. However, for those who splash out for the necessary hardware you might discover that your older games may suffer joystick timing problems. For example, I have heard reports that Red Baron can become temperamental at very fast speeds. Other problems can occur with sound cards. The Adlib can fail to work correctly at very high speeds.

What you need is a method of calibrating the game's speed with the speed of your PC, therefore, enter, stage left, the Gravis Eliminator! Arriving as a plug-in PC card the Eliminator can match the software speed to your computer's clock speed from 4.77Mhz to 33Mhz. There is no need to enter specialised software programs to do it (apart from initial calibration - via included software). All you do is move the control knob situated on a control box which can be plugged into the card. The game card also includes two joystick ports. The price is £39.99.

C64 - WILL IT EVER GO AWAY?

Commodore recently announced that the C64 is to have a new bundle for the Christmas rush which will include Terminator II - one of the latest new releases from Ocean. This cartridge version of Terminator II will become something of a collector's item because the game will not be on general release as a cartridge title.

Included with the game will be two productivity packages from Domark: Image System (a graphics package) and Modern Music Maker. The tidy minds amongst you will be pleased to learn that all three products will be bundled on a single cartridge.

Unfortunately, the price will be going up from the present bundle price of £99 to £119.

TERMINATOR 2™ JUDGMENT DAY™



S T X T R A

Atari have thrown their Discovery pack into the air and have re-named the resultant jumble the - Discovery Xtra. To be on general sale as you read this, the new pack will include four new games: Sim City (Infogrames), Robot Monsters (Domark), Final Fight (US Gold) and 9 Lives (Arc).

In addition Atari is to market a range of cheap productivity bundles that will sell for around £19.99-£24.99 each. These will include eight modules: Entry Level Productivity, Home Accounting, Sound and Music, Basic Programming, Database, Word Processing, Spreadsheet and Programming Utilities.

SIX-GUN GAMEBOY

Konix, one-time joystick kings and erstwhile console developer, has dived into the console accessory market. For the Nintendo Gameboy, Konix are to release a carry-case to be known as the GB Holster which is to be released in time for Christmas.

EAT MY... BURGER

Acclaim, who recently released the Nintendo version of *The Simpsons* have stepped on the marketing pedals to secure two major promotional deals.

The first is with that centre of culinary arts - Burger King. Anyone who buys a Kids Club meal at any of the Burger King outlets will be given tokens towards a money off offer for *The Simpsons* game.

In addition, Fox will be included in a video deal for Christmas. Four videos are to be produced that include *The Simpsons*. All four will include a trailer for the Acclaim game plus a competition linking the purchase of the game with the video.



of various nursery rhymes. When you've completed that task the character then recites their rhyme to you as a song attended by full orchestral accompaniment. Then you receive a golden egg. There are 18 of these in the game.

"Mixed-Up Mother Goose has been completed in five languages on the same disk: Japanese, English, German, French and Spanish. When the game begins you can select any of those languages. The characters will then speak in their character voices in those languages - although reward song at the end of each mini-quest is still sung in English."

Next on the list is *Jones in the Fast Lane*. Guruka, "This is essentially like a board game (eg: *Life*). You set goals at the beginning of the game for money, education and career. Up to four human players can play against each other or one player can play against the computer. You get a job, you work, you eat. You can rent a luxury apartment, invest, there's inflation, recession and so on. It's basically a strategy game in which you strive for the goals set at the beginning of the game.

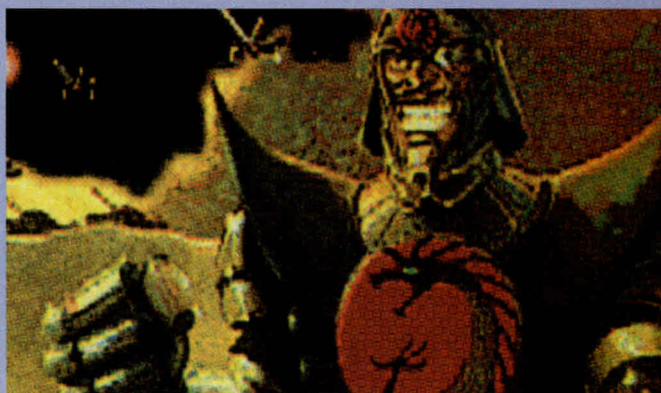
"All of the characters in the CD-ROM version are real people. They actually speak and joke with you during play. In fact the fellow who wrote most of the dialogue for the game is a comedian."



Next is *Stellar 7*, in which you control a futuristic tank, resembling a cross between *Battlezone* and *Starglider*. An action/arcade game, with tactical overtones, you must combat the evil Gir Draxxon and his hordes over a variety of levels.

Guruka described the enhancements given to the CD-ROM version, "Between each level there is a cartoon sequence which includes digitised voices. The computer, for instance, speaks in a female, neutral but sexy voice. Gir Draxxon is your classic snarly villain."

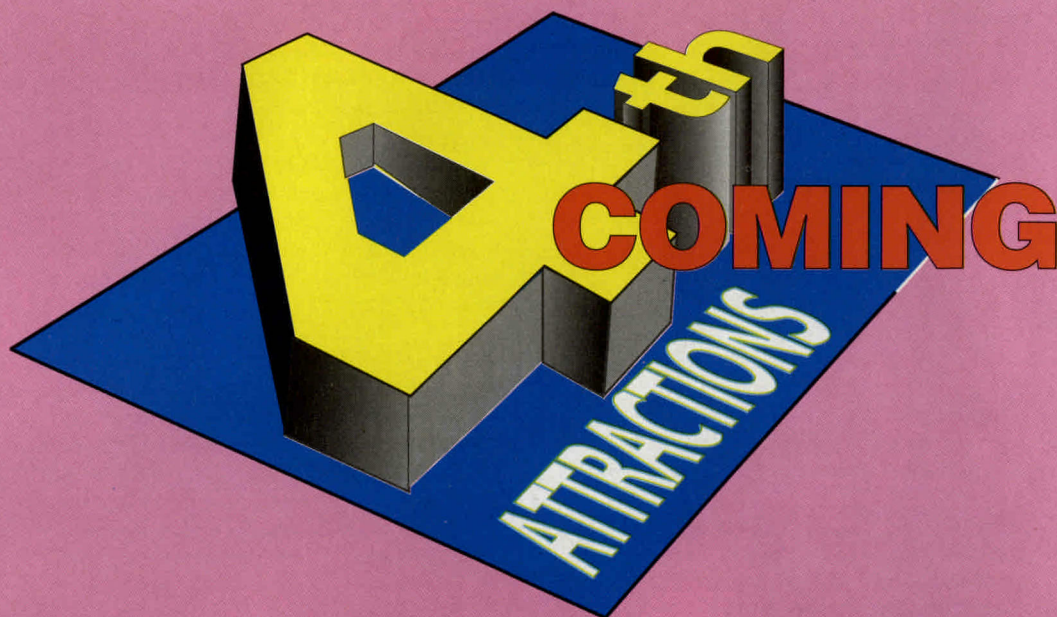
Both *Jones in the Fast Lane* and *Stellar 7* should have joined *Mixed-Up Mother Goose* on the shelves as you read this. Future PC CD-ROM titles include *King's Quest 5*, *Space Quest 4* and a string of *Leisure Suit Larry* conversions.



SIERRA ON CD-ROM

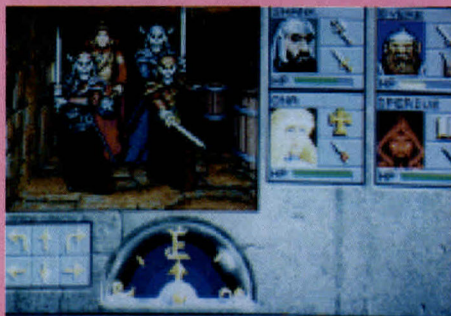
Sierra are to release a number of PC CD-ROM conversions of their popular computer games. Already, *Mixed-Up Mother Goose* is on the shelves.

Guruka Singh from Sierra USA commented, "The CD-ROM version has 256-colour VGA artwork. Hand painted, airbrushed, etc, and scanned into the computer with high quality animation and speech. The task is to find missing objects and return them to the characters



Eye of the Beholder II - (U.S. Gold)

The dungeon bashing continues with the AD&D sequel that takes you deeper than before and out into the

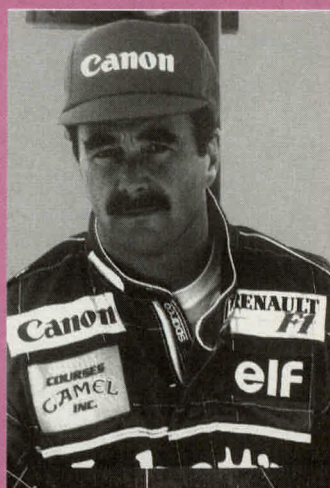


wild blue yonder. There are new challenges to meet and a whole host of new baddies. In the wilderness regions you will encounter the beasts of the woodlands, in the dungeons fiends so foul your blood will curdle. Enemy sorcerers and death knights will attempt to defeat you as you hack your way to victory in what promises to be a stunning saga.

Available soon on the PC.

Our Nige - (Gremlin)

Our Nige isn't really the title of the next racing challenge from Gremlin but at the



moment that is all Gremlin is giving away about the game. Lets hope Gremlin do a little better than Nigel Mansell did this year and next year when the game is released they both come out winners.

Another World - (Delphine)



As mad scientists go you are pretty sane, but such things cannot be said about the world you now inhabit. When an experiment went wrong you were hurled into another dimension, one of more primitive persuasions and bigger beasts. In this arcade/adventure the main problem is not how to get back home but how to survive. The smaller nasties you can always stamp on but when you encounter something twice your size with twice as many teeth, (all pointy ones), it's time to run.

The graphics in the game are a little bizarre, but never the less excellent. You don't get so much detail in the images but the animation is superb, leaving you in no doubt at what you are looking at and how fast you should be running.

Coming soon for the Amiga.

Supaplex - (Dream Factory)

When the machine goes down in goes Murphy, bug hunter extraordinary. To eradicate the bugs Murphy needs information, and that is stored in the

banks of chips and no normal nasties roam the circuits in this game, electrons, bugs and other electrical entities are your foes here.

Apart from the Zonk!, (the Boulder Dash equivalent of the boulder), you must deal with discs which explode on impact, timed detonation and



Infotrons. Retrieving them from a hostile system is not going to be an easy task and that is where you come in, as guide and brains behind the recovery operation.

This is not just another Boulder Dash clone, well it is, but there are enough little extras to make the game worthwhile in its own right. Instead of cave walls you must negotiate

with your contact with the trigger terminal. Many other items are included to spice up the game which throws the odd curve ball at the player when they least expect it. A prime example are the levels without gravity, on these levels the boulders, (sorry Zonks!), are not the only things to fall.

Good puzzling action with multiple prize giveaways. All you need to do is answer a few simple questions, (one of which is the name of level one hundred and eleven), and wait for the goodies to come rolling in.

First Samurai - (Image Works)

When the Demon King slays your master you are honour bound to track him down and avenge your master's death. That's the



good news, the bad news is that the Demon King now resides in Japan 2323 AD. Not the sort of place you'd expect to find either a Samurai or a Demon King. So as you can imagine things are a little



chaotic with the Demon King firmly in control of the population and you after his head.

Battle your way through the futuristic streets the Japanese cities of the far future, fighting mutants, cyborgs and all that the Demon King can summon to oppose you.

Chop, slice and hack action coming this way soon on the ST, Amiga, PC and C64.



Competition

When the pressure is on only clear thinking will get you through the day, you need to be logical. To aid you in this quest for oneness with the universe we are giving away ten copies of Logical, from Rainbow Arts. Ten for the PC, ten for the ST and finally ten for the Amiga that is, sorry none for the C64.

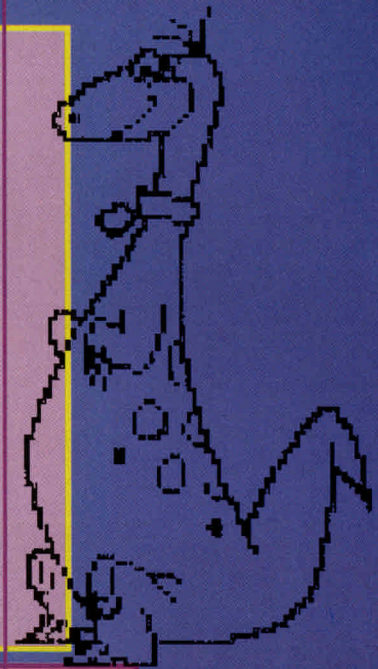


Logical Competition

To win a copy of the game in this great Rainbow Arts giveaway all you have to do is answer the obligatory easy question, (it really is easy). The Question is, who is well known for their logical turn of mind and has nothing what so ever to do with babies?

Told you it was easy. Once you have the answer send it on a postcard or sealed envelope to: It's only Logical, MC Publications, Unit 29, Riverside Business Centre, Victoria Street, High Wycombe, Bucks., HP11 2LT. And if you must send in multiple entries try and be a little devious about it, five entries from people living at the same address, with the same handwriting, arriving on the same day, is just a touch suspicious. So one entry each or cheat better.

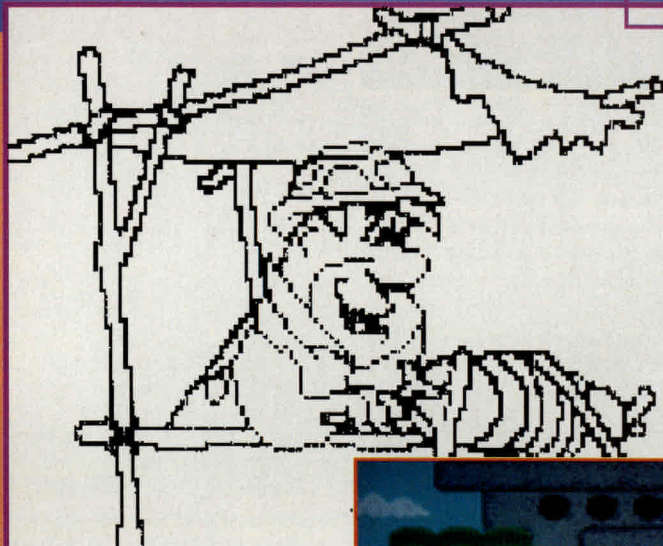
HI-TECH EDUCATIONAL



Learning with Fred, Miss Piggy, and Big Bird.

Computer education as you've never had it before. If your child won't learn how about getting a few of their favorite cartoon characters to teach them.

This bumper crop of educational goodies from Hi-Tech are all on the PC and teach everything from Maths to use of the computer, whilst having fun all the way.



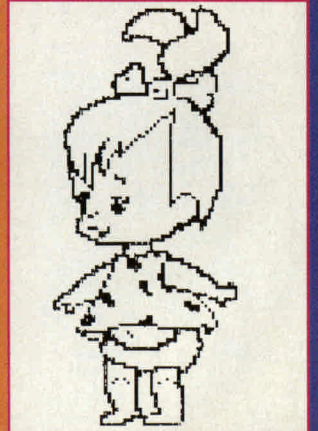
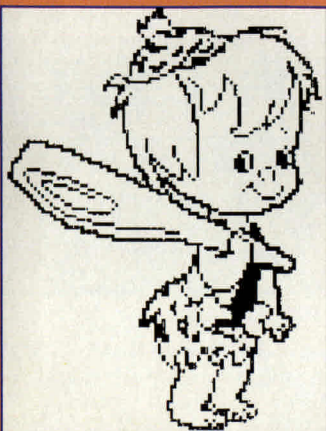
FLINTSTONES

Good all round game with brilliant image of 'Fred



Flintstone' from the bedrock cartoon series. Needs some key usage to get accustomed to the action keys.

Dino the ever faithful dinosaur pet has wandered off and become lost in Bedrock, it's up to you (Fred) to go out and bring him back. You have to bribe dinosaurs with eggs and coconuts, or occasionally throwing them at them instead. Alligators suddenly appear from the water and eat you up, together with the wasps, spiders, sabertooth tigers and all sorts of prehistoric nasties. There are also flying dinosaurs that act as passenger planes for Fred.



A great fun idea, possibly a bit hard for the youngsters but they enjoy seeing Fred on the elephant with the red cross symbol each time he is killed.

BEETLEJUICE

SKELETONS IN THE CLOSET

To start with you think you are going to be involved in a game of chess or draughts; the screen looks like a draughts board. Not so, this really is a great fun



game with many levels of play, best for older children and adults, younger kiddies would enjoy seeing the skeletons moving across the board and the sandworms rising up from nowhere to gobble you up! You play the ghostly Beetlejuice. You must not stand still too long or the sandworms will have you. There is a lot of action on the board with the local cleaning girl hoovering up the skeletons after you have successfully shot them down. If the girl gets too close to the skeletons they lock her up in a canary cage, you



expect her to whistle her way out! When you get to level 10, more characters join in the fun. At the end of each game a colourful scene emerges on the screen.

BIG BIRD'S SPECIAL DELIVERY



A real gem for the kids, very simple but cleverly thought out; teaching them, but in a fun way. It is a good IQ. tester, very colourful, with Big Bird and Little Bird delivering packages to the shops. There are two alternative games, firstly, a matching picture game, pictures on parcels match the pictures on the locations. If you make a correct match the shopkeeper nods yes, with a pretty



little tune in the background. If you make an incorrect match the shopkeeper shakes his head, the child can try as many times as they want.

In Find the Right Kind, a matching picture is the same type of thing as your package, this is much harder for the child and they need to really concentrate. It requires quite a bit of adult tuition to make them understand the purpose of the game, ie. a bunch of flowers would match with a shop selling plants, a trombone would go into the music shop, a boot would go into the shoe shop.

Great variety for the kiddies, making them think and enjoy themselves at the same time. A great inspirational game and learning aid.

ERNIE'S BIG SPLASH

The object of the activity is to match the coloured shapes that appear above Ernie's head with the shapes that appear on the table. The brilliant news is if you make a correct match, Ernie's magical bunny appears and hops and dances, the kids love this. A new shape or figure then appears above his head. If you make an incorrect match Ernie shakes his head no, giving the player the opportunity to try again.

Good learning game with a good concept using Ernie from Sesame Street, a well known and loved character by all kiddies.

PALS AROUND TOWN.

A very colourful game, takes a bit of skill to master the movements. The players can choose the character and scene. There are 4 scenes to choose from, Street, Schoolyard, Downtown, and Bert and Ernie's. Each scene is easy to



see, the character you have chosen walks around the town trying to find objects, it is like a hide and seek learning game. You can also choose objects and go through the scenes to place these objects. It is a



good way of teaching children cursor control and movement.

Plenty of options and many hours fun playing.

MUPPET ADVENTURE - CHAOS AT THE CARNIVAL



The evil Dr Grump has pignapped the lovely Miss Piggy and hidden her away at the carnival. You are offered to choose a hero between Kermit, Fozzie, Gonzo, etc.

The atmosphere is spell-binding for youngsters, the background screen is black throughout with very vivid colours emerging through the characters and carnival scenes. We found turning the lights off in the room helped to give an even better atmosphere for the younger players.

The opening screen is backed-up with brilliant carnival music. Suddenly! the music breaks-off to give an urgent 'newsflash' taping noisily across the screen. You anxiously type in your name, which appears large and colourful. You then indicate the ride of your choice which is going to help you find Miss Piggy. The choice of rides is very clear, the screen then goes blank, which from an adult's eyes is totally boring but for the children sitting awaiting their carnival ride the dark room is enthralling, they nearly jump out of their chairs when the picture comes up again.



The duck hunt is tremendous fun, seeing the tomatoes splattering on the ducks faces - well they are meant to be

tomatoes, although they are pink in colour so they look like strawberries!! Great imagination is required here; You need to help the youngsters to be able to get anywhere otherwise they would sit up half the night trying to splat a duck. The child can operate the space bar to release the pink tomato berries! whilst the adult can boringly uses the cursor keys. No matter how high you seem to score the caption always comes up 'Better luck next time', you think to yourself 'Oh no not another time!', whilst the kiddies think 'Great!!'

The space ride is far too hard for pre-school children but would probably be far too boring and actionless for the older kiddies.

The bumper cars are confusing as you have to evade the obstacles along the track, one of which turns out to be Miss Piggy, emerging like a ghost sitting in her car. The kids have been told all along that they have to find Miss Piggy so they automatically bumper her with their car making them lose the game.

Amazingly out of all the games tested, this was the number one favourite. From an adult's view a lot of money to lay out to keep a child amused, especially when it is a game that they will grow out of very quickly.

TOM AND JERRY.

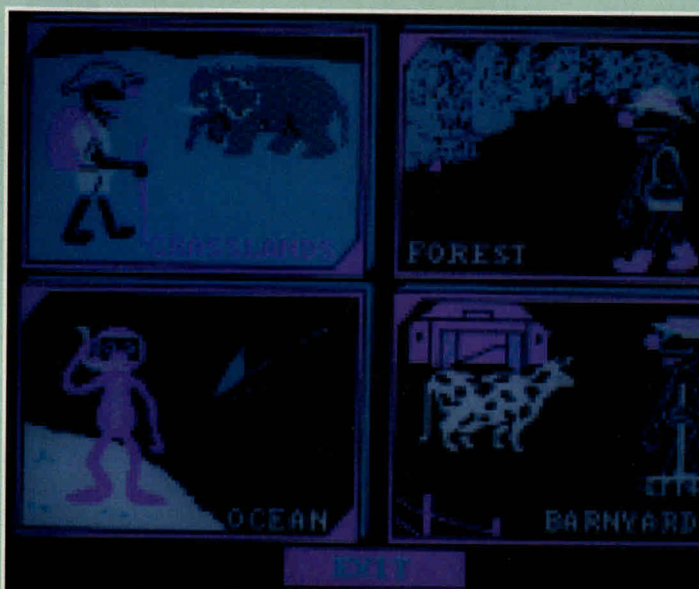


Brilliant remake of the cartoon characters brought to life on the PC screen for young computer users. The objective is to score as many points as possible whilst battling against Tom cat. The scene is set inside the house with a chaotic cat and mouse chase throughout. One chase is into Jerry's mouse hole, up his stairs then Jerry emerges out in his plane, zooooommmmmmm,

you then crash... you really need to be an ace pilot here.

To get anywhere as a child it is virtually impossible to master the art of the keys, but great fun for the younger members of the family, very very colourful with easy to see surroundings.

GROVER'S ANIMAL ADVENTURES II - SESAME STREET

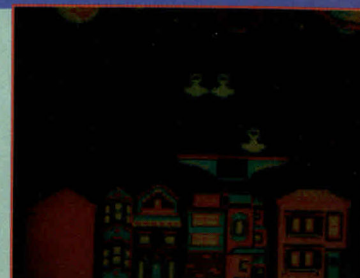


It takes an adult with a brain a good ten minutes to understand the objective of these animal adventures, with instruction needed for the younger members. You choose between four vicinities, grasslands, forests, ocean or barnyard. Very uncolourful graphics, with not very lifelike scenes, very hard for the youngsters to differentiate what the objects are until a few goes have been had. You are offered objects which you have to place in the scenes, in the grasslands scene you can choose a log, but the main catastrophe is you cannot get 'Grover' to trip over it to end the game. You can choose a lily-pad to go into the pond, a cloud for the sky, with also the offer of a daisy and mushroom - very imaginative. The colours are all blue and pink.

The good points are that it clearly teaches the child movement and control of the keyboard and

makes them think where the objects should be. Although a simple game, it will not let you put all the objects where they should not go, although it will let you put a rock on the top of Grover's head!!

This game would be a great fun idea at a youngsters party, instead of the conventional musical chairs and pinning a tail on a donkeys behind blindfolded. Just sit the kids at the keyboard, throwing the odd sausage and jelly at them, but be careful they do not get carried away and throw them at silly old Grover!



rewarding game to the younger children encouraging them to learn, each time they get the answer right they see a house formed which eventually constructs a town.

It is a fun game at the same time very educational for the younger kiddies approaching school age. Very helpful in giving a basic understanding of mathematics. This would be an ideal tool to have in playgroups and the first year at school.

PRINTER KITS

(SEE SAMPLE PRINTOUTS)

It is possible to spend all day working on these kits, tremendous fun, helps to build up anyone's creative skills. Ideal for any age group, including the very young and the very old!!

Tremendous ideas for all, the uses are just never ending, from designing your own stationery, occasional cards, posters, colouring books, adventure story books, photo/picture frames etc. The kiddies enjoy seeing the cartoon characters being printed and enjoy a guessing game at who is going to appear, one brilliant idea is to print out masks and puppets to colour in and assemble.

Again this would be an ideal tool for playgroups and schools, saving the tutors many hours of preparation with projects etc.,

Valerie Lawrence (multiple mother)

ASTRO - GROVER

This is a counting, adding and subtracting game designed for young children. It has a bright colourful screen with excellent graphics based on a younger aptitude. The bright colours attract the attention of the kiddies. It is a very





GOING FOR GOLD

From Beach Head to Eye of the Beholder.

By Tony Hethrington

In 1983 U.S. Gold was formed by ex-musician Geoff Brown to convert imported U.S. arcade games to run on UK cassette machines, all to back up the activities of his distributor Centresoft. Eight years on, U.S. Gold's outpourings are now almost exclusively disk and cartridge based and a (fantasy) world away from the arcade. This transition is the secret of how U.S. Gold has stayed on top while many other software houses have failed.

Back in '83, the games world was struggling to evolve from the Pacman/Space Invaders craze and was stunned when Beach Head was unleashed on the C64. This multi-load game redefined what a computer game should be, with its all out action and exhilarating gameplay. This was just the tip of the iceberg as U.S. Gold stormed the charts with a string of American hits converted onto UK computers. With an almost inexhaustible supply of games to pick and choose from they couldn't fail, but it couldn't last forever.

With a taste of UK and European success U.S. companies then set about setting up over here on their own or teamed up elsewhere to get a bigger slice of the action. To anyone else the loss of Microprose, Cosmi, Accolade, Epyx and Origin would have been a terminal blow but not for U.S. Gold. It turned to the arcades for the new hits to convert which produced the likes of Gauntlet, Outrun and Thunderblade. The last one, Thunderblade was the most

disappointing and marked about the only time U.S. Gold wasn't sure of its direction. It launched its own label GO! and a range of mediocre games that did nothing for the lumbering giant.

Now, U.S. Gold is back. It's bigger and stronger than ever before, with a list of Winter releases that will knock your socks off. For the Amiga, ST and PC there's :-



Shadow Sorcerer - This could be Dungeons and Dragons for the masses with its isometric display and easy to use gameplay.

The Godfathers - Two offers that you can't refuse as Lucasfilm has created not one but two games based on the Godfather trilogy. One is an action game and the other an adventure.

Indiana Jones and the Fate of Atlantis - This is another Lucasfilm game and continues its Indy series long after the films have passed us by. Instead, this is based on a comic strip written by Stephen Spielberg!

Bonanza Brothers - One of the few recent coin-ops with an original theme that will soon be converted by U.S. Gold and features two reformed crooks who now break into buildings to test out security systems. Who knows, if the conversion goes well it could challenge for the number one slot.

Outrun Europa - The sequel to the former Christmas number one, although there was never such an arcade game! U.S. Gold has not only produced a game where you can drive a car through Europe but also ride a motorbike across the cliffs of Dover and jetski across the Channel.

Martian Chronicles - An incredible Access adventure that requires 7 megabytes of PC hard disk space but in return offers cinema style action and features digitised sound and graphics!



Mega Twins - Platform games will always be popular so when this Capcom conversion, complete with two cute funny heroes, leaps into the fray watch it bound up the charts.

Legend of Darkmoon (Beholder II) - If you liked the original Beholder then you'll love this one. The same 3D views and game system are back, but this time you'll have to hold back on the hack 'n' slash long enough to solve some puzzles and interact with the characters.

Also look out for two more AD&D role playing games Gateway to the Savage Frontier and Pools of Darkness and for a new adventure called Another World from Delphine in the new year.

The Sega console market is also catered for by U.S. Gold. Games are released via Sega and include titles such as Outrun and Heroes of the Lance. Budget fans should keep their eyes peeled on Kixx for more ex-Gold releases and the first fruits of the Microprose deal.

As for the future, you can expect lots more for the PC, Amiga and Sega console, budget for the rest and maybe even something soon for the CDTV!

The Midas touch.

In the last eight years 12 software houses have benefited from that U.S. Gold Midas touch.

Microprose - Released its early games such as Silent Service through U.S. Gold before opening its own UK office. The U.S. Gold/Microprose link still exists thanks to a deal that will push past Microprose hits such as Gunship, Silent Service and Midwinter out on the U.S. Gold budget label Kixx!

Cosmi - Made its mark on the UK with the gory Forbidden Forest before signing up with Microprose.

Access - Began it all with Beach Head and Leaderboard and have moved with U.S. Gold to produce top notch PC products, including the amazing Links.

Epyx - Until it's sad demise Epyx entertained us all with Summer games, Winter games etc.

SSI - For many years it was a low profile wargame outfit that has been transformed by the Dungeons and Dragons licence and has produced most of the AD&D titles including Eye of the Beholder.

Lucasfilm - Tried and succeeded to re-create the excitement of film onto computer through hits like Zak McKracken, Monkey Island and the Indiana Jones Games.

Delphine - The computer arm of French record company Delphine Records (of Richard Claderman fame?), had little success over here until they signed up with U.S. Gold. Since then Operation Stealth and Cruise for a Corpse have become firm favourites.

New World - Who? It has had low profile hits with the Might and Magic roleplaying series but Might & Magic III is about to push them into the big time.

Capcom - A string of arcade hits such as Strider and Forgotten Worlds and is now to produce a string of compilations.

Millennium - The Cambridge company had some success on its own and has recently signed up with U.S. Gold and expects great things from its Robin Hood game.



Atari games - Gauntlet was a hit for Atari in the arcades and for U.S. Gold on computer.

Accolade - Now is a force in the U.S. and boasts its own UK office but began as an U.S. Gold affiliate in 1985 with three games, Hardball, Law of the West and the Psi 5 Trading Company.

Origin - The Ultima series were first seen in the UK via U.S. Gold but has since signed up with Mindscape.

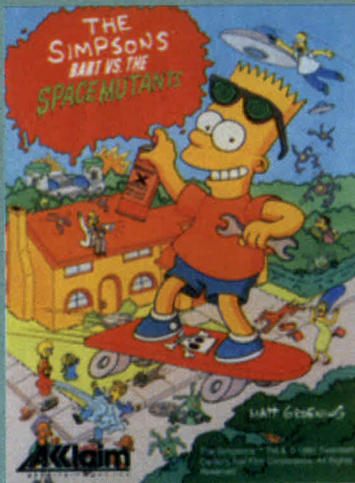
THE CHRISTMAS THERE CAN B

The Godfather - U.S. Gold

As the dark nights draw in, the Software Houses immediately turn their attention to the Christmas market. Their aim is the lucrative Christmas number one slot. This not only means lots and lots of copies sold but also a hefty amount of prestige with which they can say, "We're number 1!" What will follow on from the likes of Operation Wolf, Gauntlet and those Turtles. Read on, as we preview the top ten contenders.

The Simpsons - Ocean

This time last year, I wrote a prediction in a trade paper that not only picked the Turtles for the 1990 Christmas number one slot but also that the Simpsons would follow a year later. Despite the fact that only a fraction of the population has actually seen the TV programme it will still top the chart because of the hype that surrounds the Simpson family. A few years ago, you could bet on a coin-op conversion taking the honours but now the hyped fad of the year seems to be unbeatable. If this continues to be true, then look out next year for the Samurai Pizza Cats!



But what about the game itself? The plot naturally stars Bart Simpson who seems to have gone mad as he claims that the world has been invaded by Space Mutants. Naturally, only he can see them by using his x-ray specs and so he must tackle them on his own.

You may think that with all the hype any game would do but luckily Max Croenig, the Simpsons creator, wanted to follow the games progress to ensure that it was good enough.

Turtles II - Mirrorsoft

Those half-shell, pizza-eating, Shredder-smashing turtles are back and they aren't going to give up their top spot without a fight. In Turtles II: the Arcade game, the turtles are out to prove that they're more than a one hit wonder with another dose of arcade action. This time you control just one hero in a half-shell and punch, kick and smash your way through Shredder and his minions. To add an extra challenge, Shredder has enlisted the help of two alien bounty hunters to stop you.

U.S. Gold is set to make you two offers that you can't refuse as it crams all the action of three Godfather films into two games. First there will be the Godfather the Adventure, which will use the award winning adventure system developed by Lucasfilm that was featured in the Zak McKracken and Indiana Jones adventures. Followed quickly by the arcade version of the action - Mafia style.



Pitfighter - Domark

The brutal street-fighting game Pitfighter stormed the arcades dominating the number one slot in Europe and the States. Now, it explodes onto the computer screen thanks to Domark. As you enter the pit with fists clenched there can be only one winner in a game that's tough, mean and lethal.

As a specialist in either wrestling, kickboxing or karate you are ready to take on all-comers in a no-holds barred fight. You can pick-up anything to help you including knives, shurikens and even bar stools and motorbikes!

Also, watch out for Super Space Invaders as it sees the return of those invaders that started it all back in 1976 in a new exciting game. Packed full with new features, 1991 graphics and addictive gameplay it is sure to re-create the success of the original.

Home Alone - Accolade

The blockbusting family comedy without the family blasts onto the computer as the film licence most likely to top the chart. When the McCallisters go on holiday they forget one important thing - Kevin their eight year old son. In the game, you play Kevin as he attempts to trap two hapless burglars that bungle their way into the house. In a two part game you first race against the clock to set as many traps as possible before Harry and Merv chase you. Featuring digitised pictures and sound from the film, slap-stick humour and comic gameplay this turns a great film into a great computer game.



NUMBER ONE E ONLY ONE!

Covert Action - Microprose

Enter the dark world of espionage as you become Max or Maxine Remington in Sid Meier's Covert Action. Based in 50 cities throughout the World you must embark on countless missions to save the free World from the work of 26 criminal Masterminds!

Max is a master of counter-espionage and is only called into action when the going gets really tough. Armed with a razor sharp mind as well as an Uzi machine gun, stun, fragment and gas grenades he can really make an explosive impact on the ruthless drug lords, terrorists, kidnappers and political extremists.

Backed up by a CIA office in each city you must track down the criminals by decoding messages, tracking or following cars, placing phone taps and finally a little breaking and entering to find evidence by photographing files, cracking safes and arresting and turning suspects.

A very strong game from high-flying Microprose.



Mindscape

Captain Planet is a favourite Saturday morning cartoon and is sure to have a large following. He's also the ultimate in environmentally friendly heroes and therefore also a worthy cause. Whether this ozone protecting, pollution-bashing green haired superhero has enough fans to take him to the top is the key question.

Space Crusade - Gremlin Graphics

The computer version of the board game Heroquest was a smash hit for Gremlin during the summer and this sequel is sure to enjoy similar success. Although Space Crusade swaps the sword and sorcery of Heroquest for spaceships and alien mutants the formula is the same and that's the fun bit. Simple to play, roleplaying style gaming.

Alien Storm - U.S. Gold

One of the strongest coin-op challenges is Sega's Alien Storm. It's supposed to be a mission of mercy but it's actually a mega bug hunt as you wade through city streets knee deep in alien blood. It's also great fun.

Populous 2 - Electronic Arts

Populous has gathered such a following since it's Summer 90 release that sequel has to be a Christmas contender. This is more than just another set of images, or a new setting but a whole new God game. Although, it may look similar and is still controlled by



icons it presents a whole new challenge for micro-megalomaniacs. For example, instead of unleashing tidal waves and earthquakes you now hurl, fire, water, air and Earth power with awesome effects. Feast your eyes on the screenshots and look out for Populous 2 - it's going to be good.

Christmas past number ones.

1984 - Ghostbusters - Activision
1985 - Paperboy - Elite
1986 - Gauntlet - U.S. Gold
1987 - Outrun - U.S. Gold
1988 - Operation Wolf - Ocean
1989 - Ghostbusters II - Activision
1990 - Teenage Mutant Hero Turtles - Mirrorsoft

Tony Hethrington

DELUXE PAINT IV

ELECTRONIC ARTS AMIGA

FOR THE ARTISTIC SIDE OF YOUR PAINTBRUSH

If it's artistic then this package can probably handle it. Over the years the Deluxe package has evolved, we are now on version four, with more and more features in every version. As the latest version hits the streets we ask can it go any further?

When I first looked at the control icons which you have to use for all of your artwork, they appeared very similar to those in the well known Pictionary game on the '64. But no. Nothing in life is ever as easy as it first appears, the things you have to go through to get a decent picture turned out to be very complex.

The icons determine the size of brush, style of drawing, and colours to name but a few. The ten built in brushes vary not only in size but shape as well, you are presented with four square ones, four round ones, the two remaining made up from

several scattered pixels. These can be used to portray different effects as far as size, depth and detail are required.

The other icons represent, types of lines; freehand, curve, colours, and an option to fill the objects on screen. Watch out for any gaps when using the FILL command as a gap between lines or in a shape that is being filled will cause the FILL command to fill more than expected, often the entire screen. The undo icon comes in very handy here as it erases your last move.

You have a choice of 256 different colours although only thirty two are initially visible on the palette. These can be altered later, as you learn more about the programme.

The animation is very effective as you can see from the demo disk.

There are many hidden abilities shared between you and your Amiga, and I bet you never would have guessed that creating such perfect animation

DeluxePaint IV is the fourth in a series designed to help you with your artistic skills. However if you have not yet tried DeluxePaint I, II or III, I would

DeluxePaint Color



DeluxePaint Color



DeluxePaint Color

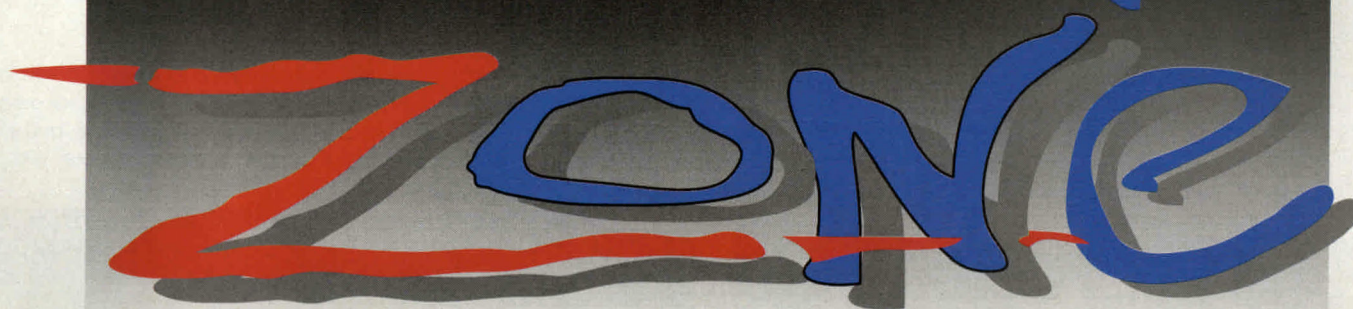


would be one of them. I have enough problems drawing a matchstick man sometimes so you can imagine my shock when I had discovered that I was responsible for the big clowns face laughing at me on the screen.

suggest you get your finger out, because you have a lot of catching up to do. Especially since the packages gets more complex and more exciting as you go along. Definitely worth a walk to the shop for.

RHONDA TURNER

Game



Abandon all hope all ye we enter here, but not those cat like reflexes or that itchy trigger finger, for you are about to enter the Game Zone. A place where anything can happen and often does, be it a flight to the stars or a bash down the local dungeon. Your only salvation is your sanity, loose it at your peril.

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The ultimate thrill for under a tenner.

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Thought provoking action on the Amiga and PC.

FULL CONTACT

TEAM 17 AMIGA

All chop and no suey.

After an evil Triad gang sliced your family into little chunks for use in a chinese take away, you have sworn to one day be avenged.



Now you have the chance to get any amount of revenge you deem necessary, as the Triad has offered to fight you, one gang member at a time. Each match taking place in a different location which scrolls with a certain amount of horizontal latitude.

Your first opponent is a man with a bad temperament and a very mean flying kick. He is easily disposed of, but you must remember to stay close to him while carrying out your deed, otherwise he will soon leave you whimpering on the floor due to his flying kicks. Next it's on to the bonus stage in which you must jump over and duck under some revolving sticks for those all precious bonus points.

Then it's back to the gratuitous violence once more, this time against Carrigun. This vicious character wields a large stick which he does not hesitate to use. The best way to dispose of Carrigun is to jump almost on top of him and kick him in the shins, throwing in a few round houses in here and there for good measure. Next, yet another bonus stage must be passed and then a battle with Thomas the dog and onwards.



There is a very uncanny resemblance between this game and IK+, but Full Contact is the better of the two. With a vast number of graphically exciting opponents and a two player option plus fighter training why wait, go buy it now

Simon Dale



ALTERED BEAST

THE HIT SQUAD C64

One minute you were lying dead six feet under in a coffin, thinking how peaceful death is. The next thing you know you're summoned from the dead by a God called Zeus. Apparently he wants you to rescue his daughter. Not wanting to be a bad sport you gallantly accept his offer.

As you scroll horizontally along the screen you will encounter a whole host of strange zombie like creatures, who seem hell bent on sending you back to your grave. Luckily you don't seem to have been buried for too long as when you punch and kick your limbs don't fall off.



Most baddies can be turned into a puff of stale dust with a single punch or kick inflicted on their being. Disposing of the strange leaping pig like creatures will reveal a small globe, which if caught will set you on the way to becoming the Altered Beast. The only difference between the Beast and the mere human is that the Beast can shoot and change himself into an arrow like object, in this form he can destroy anything he happens to touch.

As a budget title Altered Beast is a must, the detailed backdrop, exciting gameplay and huge variety of monsters and levels prove this. The fault with the game is an annoying lack of sound but that isn't too important in a game of this type.

Simon Dale



HEAD OVER HEELS

THE HIT SQUAD AMIGA

It is extremely rare for brawn and brains to appear together in one body. Head and Heels have overcome this problem by uniting their bodies as one, Head provides the intelligence while Heels deals with the muscular side of things. Unfortunately the dynamic duo were split up during their last adventure, so your first task is to unite them.



You begin the game as Head enclosed in what appears to a large castle, it is possible to switch to controlling Heels who is situated in the next room behind a force field. Finding your counterpart is not as simple as just wandering around the castle avoiding the various occupants. Head and Heels must solve a whole series of mind bending puzzles.

Puzzles usually revolve around getting to a door which appears to be out of reach. A problem of this

nature can be solved in a number of ways; standing Head on Heels to gain extra height, piling up a number of blocks and jumping from them or even bouncing on a trampoline. These puzzles may sound very easy but they do not appear obvious on screen, mainly because you do not know the way objects will react with your characters: some will kill you, some are moveable and others just don't do anything.

Head Over Heels was an original arcade adventure in it's time and must not be missed on it's budget debut.

Simon Dale



POWER DRIFT

THE HIT SQUAD C64

Burning rubber 64 style.

Race through an amazing twenty seven different and outrageously exciting terrains, kick up dust in the face of your opponents and most important of all, qualify in the top three. These are all elements of that wonderful racing game Power Drift.

First must choose one of the twelve racing competitors, the character does not make any difference to the actual gameplay, but adds a little interest.

Then the race begins, the lights turn to green and you're off. All you have to do now is avoid coming off the road and crashing into the other cars. Simply done by steering to the left and right, speeding up and slowing down. If you have been driving reasonably fast all the way through the race and you've had no accidents, you'll find yourself in the top three qualifying positions.

Burning over hills, screeching around corners and reaching dangerous driving speeds, are all the ingredients which make a good racing game, with great graphics and sound as well it would be truly insane not to buy this game.

Simon Dale





FUZZBALL

SYSTEM 3 AMIGA

Fuzzball is most definitely out of this world, and before you even think it, no, it has nothing what so ever to do with Space.

It's very different from anything else I've ever seen, so what exactly is Fuzzball? Well Fuzzy (for short) is a small, blue, ball of hair, who has to go through a lot of trouble in order to get a meal. So next time you're queuing up for a McDonalds, just give poor old Fuzzy a thought.

The fact of the matter is that if you buy the game, you will be doing a lot more than just thinking about him, as it is your job to help Fuzzy get all the food on each level.



Food is not the only thing that you must collect; there are also a few other icons in the shape of crystals, these however may prove to be difficult to obtain, as they are usually in very awkward places.

Many of the monster-like beings you will encounter, are almost immortal - they turn into other monsters if you do

not dispose of them in time, any that you shoot and leave will turn into something stronger and more mobile.

The game is made harder yet, by the fact that if you hang around for too long, you will be plagued by hundreds of killer bats, and the only way out is to die. If you have any doubts, just stick your joystick on auto-fire, sit back and bore yourself to death.

On the other hand you could be brave, and decide to make a run for it, trying to get the remaining fruits before you get splattered. This is not as hard as it may seem, as all the monsters on the screen disappear



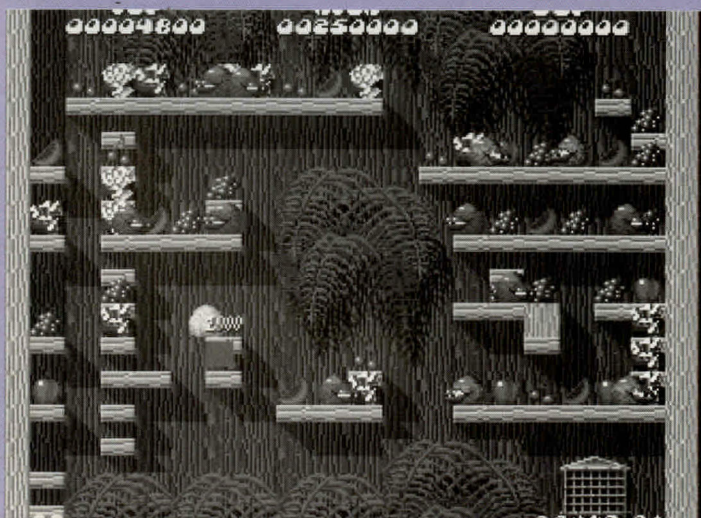
when the bats make their debut, if you ask me they've got sense.

On one of the levels there are a few ice patches, be careful, you may slide off the edge, (not that I did) I just guessed that's what would happen. The only other thing you need to know is that although Fuzzball does take quite a bit of getting used to,



and may have you wanting to put your fist through the monitor, when you get the hang of it there's nothing to it but good simple fun.

EDWARD FOUNTAIN



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MYTH

Amiga System 3



Big, bold and beefy and that's just the title screen.

The ancient gods war and only a mortal hand can set things to rights. As the champion of the good gods you must face the many terrors that the evil deity Dameron places before you.

Dameron plans the downfall of Man, a scheme you have a vested interest in preventing. To carry out this dastardly deed Dameron is perverting the past to destroy the future, (hmmm, I think I've seen the film). Your task is simple, battle your way through level upon level of ancient warriors and mythical beasts until you reach Dameron and then chop off his head. Don't let the mere fact that he is a god deter you.

The battle begins with Greek mythos. As you leap from platform to platform seeking a way to reach the demented god, skeletons rise from the ground, (remember Jason and his quest for the Golden Fleece). If you decapitate enough of these skeletal warriors one will leave behind a sword. Armed with something sharp and pointy and a unhealthy tendency towards physical violence you soon begin to cleave through the level. On the C64 version of this game the

hero, (you), looked like a bit of a nerd, being the average joe from the classroom with his tank top and brown shoes. In this version however the hero looks like a dwarf on steroids, almost as big around the shoulders as he is in height. Not the sort of character you want to meet in a dark alley after midnight.

You can leap endlessly around the level slicing and dicing as you go, but you will not progress, this game is more than a hack 'n' slash

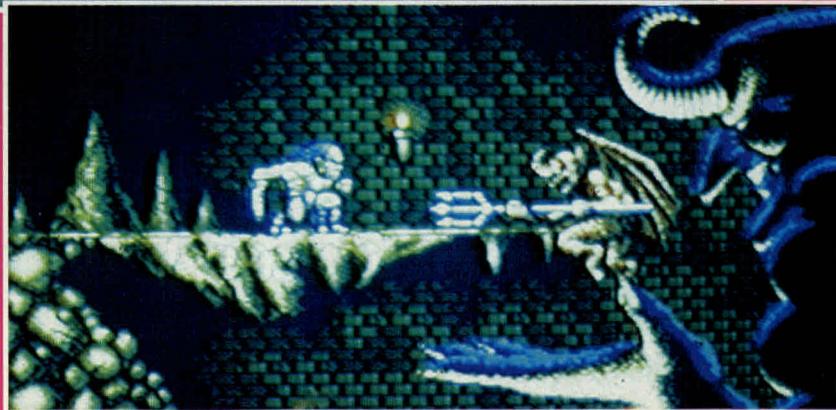
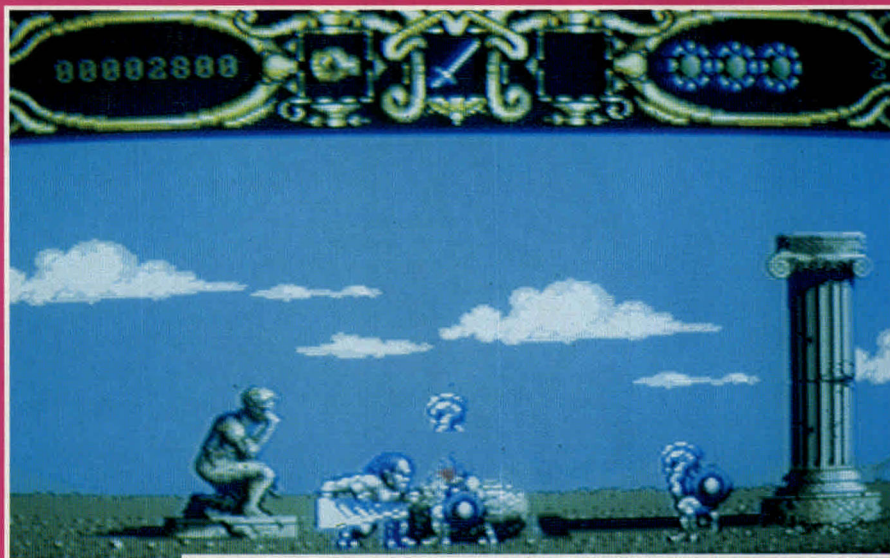
job but a true arcade adventure. Before you can exit the level you must defeat the chimera, but to do so you need a magic trident and that belongs to a rather nasty demon. As you can see a little thought is needed not only to survive but to progress.

The game is predominantly a jump and chop variant but you do get the odd bit of variety. Nearly every other lever is a straight horizontal scroll along which you must run decapitating the enemy

as you go, (all accompanied by lots of blood of course).

As you pass through the time zones you will encounter all manner of mythical beast from the dreaded medusa to the multi-headed hydra. A challenge for even the bravest of souls. The design on the Amiga is very similar to that on the C64 but what has changed are the graphics, I don't mean they look a little better, they look positively evil.

Adrian Pumphrey



NIGHTHAWK F-117A - STEALTH FIGHTER 2.0

THING THAT
DON'T GO BUMP
IN THE NIGHT.

Microprose

PC

Nighthawk F-117A - Stealth Fighter 2.0 from Microprose has not been released as a totally new project but, rather, as an update to the original, and highly successful, F-19 Stealth Fighter.

The majority of the update work was spent on graphic presentation, F-117A uses 256 colour VGA. Some of the objects had to be re-coloured while others had to be re-built to accommodate the extra colours. As the majority of the missions are night oriented the night scenery received special attention. A spectacular night sky was produced using the now, well known, graduated horizon. In addition, the sky lightens and darkens according to what time of day it is. Also, many lights of various types were added to the ground objects. These switch off depending on whether you are in enemy or friendly territory.

A FLIR camera was also added because in the darkest of nights it is essential to be able to observe the target and general terrain. The basic gameplay of F-117A lies unchanged. You fly a stealth aircraft on a number of strike and air-to-air missions. All pre-flight screens have been re-drawn, however they still retain their basic design so they will be familiar to experienced players.

Beginning a mission from a ground base or carrier, you follow the assigned



waypoints to the primary and secondary targets. The principle weapon is, as always, the stealthy cloak that the advanced technology affords this angular piece of teflon.

This sequence is unchanged except for the increased quality of graphics. The explosions viewed during the mission strike have been improved by the inclusion of bit-maps which is far, far better than the miserable excuse we saw in F-19. Previously, exploding lines and polygons always broke that essential 'postponement of disbelief'. All shapes, including the external view of your own aircraft, have been improved. Polygonal shapes have been re-drawn or have more polygons per shape

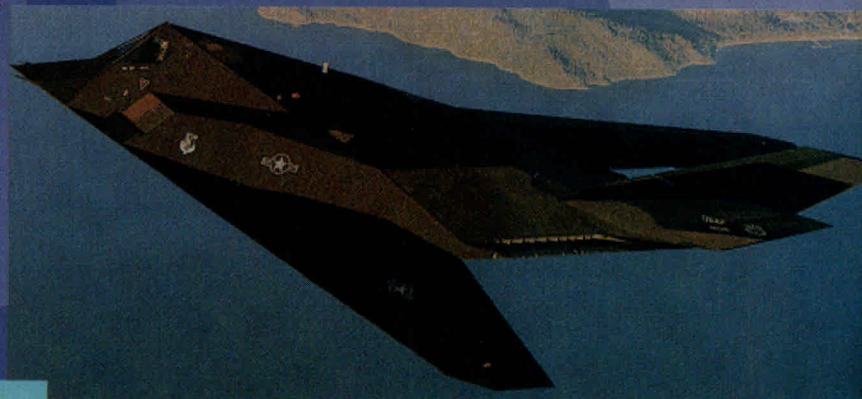
which results in a more realistic looking object.

Two flight models have been fully integrated into the game. Microprose did include the F-117A as a patch after the release of the original F-19. However, the sequel utilises the F-117A



SIMULATION

The one major question is 'Should I buy it?'. For those readers who have never tasted the delights of Microprose's stealth sojourn the answer is a definite 'Yes!'. The reply for those players who already have the original program is coated with qualifications. You would have to bear in mind that you would be paying the full game price for a program that contains the same gameplay and many of the same missions and world areas. However, if the wallet is willing F-117A should be on the purchase list. The reason is that F-117A is a more polished production than F-19 ever was. The enemy are more intelligent. There are five new game worlds - so you could look at the re-introduction of the original worlds as an added bonus. Plus, for the first time, the F-117A has been properly simulated. In fact, now that this simulation



to a higher degree. The external graphics are far more impressive, the cockpit is improved and the gameplay reflects the F-117A model. For example, the F-117A only has two weapons bays. All of the usual areas have been included in this new version but five more worlds have been added. Two from F15 II and three new ones.

is on the streets other software houses may shy away from a wholly F-117A oriented simulator finding themselves unwilling to compete with Microprose's definitive effort. As a consequence, F-117A may be the one and only chance to purchase a F-117A simulator.

Paul Rigby



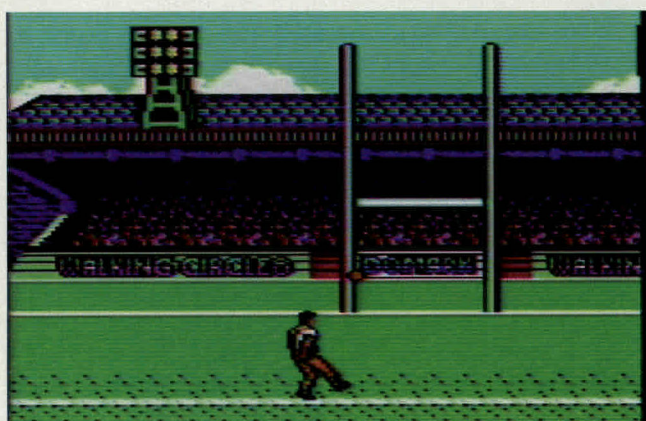
RUGBY. THE DOMAIR

No body armour on these guys.



This has to be the worst game I have ever played, and that's not just because I detest Rugby. Ok so it wasn't that bad but it was definitely not that good.

I suppose if I was going to compare it to something, it would have to be Kick Off, but Kick Off was a lot better, even though the two games look similar. Could it just be due to the fact that I was playing it on the C64, probably not, as an ex-C64 owner I know that the C64 is capable of a lot better graphics and sound, even such games as Out Run and Impossible Mission, had better sprites.



The first thing you have to do is select your team from a choice of eighteen countries, and whether you want to play a one or two player game. It is advisable to play against a friend at first, it's a lot easier. You also have the option of playing either a single, or tournament game, and choosing a match length of 10, 14 or 20 minutes. The better you get the longer the matches you play, that way in longer matches you can really paste the opposition.

As you all know in Rugby the idea is to score a touch down, or kick the ball between the posts and above the bar. There are for ways in which to score points. Scoring a try is worth 4 points and if you get a goal after



a try you gain a further 2 points, penalty kicks are worth 3 points and the same goes for a dropped goal.



A try is scored by grounding the ball in the opposing goal area. For the ball to be grounded, the player must be holding the ball either in his hands or arms when he hits the ground. Every try is further rewarded with a goal kick, this can also increase your score by another two points.

WORLD CUP

K C 6 4

Your team is made up of 15 players, each player plays in a different position, such as forward back, hooker and so on, but the most important member of the team has to be the Scrum Half, it is his job to act as the link between forward and back.



One of the things I didn't get the hang of was the scrum, you know the bit where you all smash your heads together and attempt to kick the ball out backwards into the hands of a waiting team member, and if you get it right it should be the Scrum Half. To do this you had to waggle furiously but alas nothing more than a steaming joystick was enough to wrest the ball from the computer controlled players.

The Graphics are not as good as they could be and the Sound is a big let down. With its dull colours and small sprites the game really does not come up to scratch. All the basics of the game are there but the gameplay lets the game down.

EDWARD FOUNTAIN

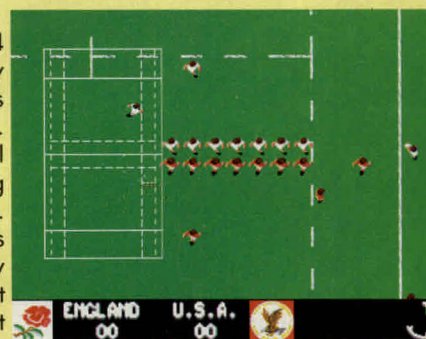


AMIGA

IT'S A HARD GAME AND SOMEONE HAD TO LOOSE IT.

England 00 and France 33, you would think I could have scored at least 1 point, well never mind, apart from this the Amiga is a great improvement over the C64 version, and there have been quite a few changes made as well.

When I played the C64 version it was let down by its not so good graphics and dull playability. However I have to admit, I really did enjoy playing the game on the Amiga. Of course the graphics and sound were vastly improved but it almost seemed like a different game.



The Amiga version is a great improvement over the C64 version to such an extent that any rugby fan would be delighted to receive this game in their Christmas stocking.



EDWARD FOUNTAIN



SILENT SERVICE 2

MICROPROSE AMIGA



Silent is deadly.

In *Silent Service II* (SS2), you take the helm of one of several U.S. subs that patrolled in the Pacific theatre during World War II. You may take a boat out on a single mission, a war patrol, or embark on a complete war career. There are several missions to choose from, all of which are drawn from actual historical encounters. The war patrols

allow you to choose a sector in the Pacific theatre to patrol. You encounter enemy ships more or less at random, leading to a series of 'missions' within a single patrol.

The war career is new with SS2. In the war career, you pick a start date, a sub type, and a home port. You play until the actual end of the war (August, 1945), or until you are killed, (a distressingly common way to end the game). During the war, you choose patrol areas, and then execute a standard war patrol. Each time you return to port, you may choose a new sub and/or a new patrol area.

You may also switch ports as the war progresses. Your choice of home port determines which areas you may patrol. Also, the available ports change as the war progresses, following events as they actually occurred. Finally, ports under different commands receive new subs and equipment at different times.

The heart of the game is the tactical manoeuvring within an encounter. As the sub captain, you are given several screens to use in controlling your sub. This portion of the game bears the closest resemblance to the original *Silent Service*. You have several screens that you move among to control various functions of the sub.

The Map screen shows an overhead view of the area with four levels of zoom. The Periscope provides a view of the surface, as long as you are no more than 55 feet deep and

the periscope is raised. Four levels of zoom are supported here, and a close-up view of a nearby Japanese Battleship is nothing less than spectacular.

The Bridge screen is available only when surfaced. It provides a slightly wider view than the periscope. You control the deck gun from this screen and may also fire torpedoes. The Gauges show you vital data concerning your sub, including its current speed, depth, etc. There is also a damage screen. Finally, there is a Captain's Log that provides information about your sub and the current situation.

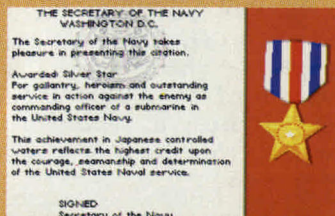
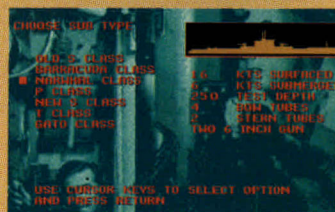
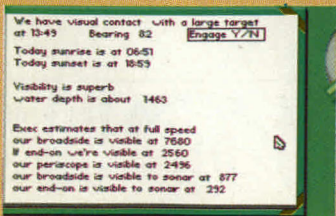
The graphic enhancements are simply stunning. Photographs were taken of scale models of each type of Japanese ship. These photos were digitized, and the images used with a 3-D algorithm to realistically portray angles and degree of detail. Different levels of visibility are realistically depicted. Players will find themselves squinting through the murk trying to pick out enemy ships at night, much as real sub Captains had to do at the time.

Microprose encourage, no demand, that you make copies of your disks as you cannot play the game from the original floppies. However, when I eventually got into the game I found SS2 to be a delight to play. It captured what was fun in the original, and added enough substance and style to grab my interest. The addition of the full war career and various sub types really raised

the game to a new level. The manual by Arnold Hendrick is superb, with plenty of background material and play description. Gameplay is tense and exciting, and the enhanced visuals pull computer sub captains into the simulation like few other games can.

I love the game, and recommend it to anyone with even a passing interest in submarine warfare.

Paul Rigby



You don't have to be able to say to blast it.

Take part in a mass murder frenzy, as you blast and zap your way through hordes of hideous life forms.

Once more the odds are against you. Why is it that with almost every single game of this type, it's just you against multitudes of monstrous aliens? It's more fun that's why.

collecting puzzle pieces and keeping all non-members of your race at bay. Along the way you will find a number of icons, which will benefit your weapon and energy systems.

As is often the case with this switchblade/strider type game, the creatures found will harm you when

confirm this. Entering will leave you fighting against time to solve an infuriating puzzle which is very much like a two dimensional rubik cube.

Solving the puzzle will help you, but it isn't crucial. So you can move on to an all-out battle with the ubiquitous end of level nasty.

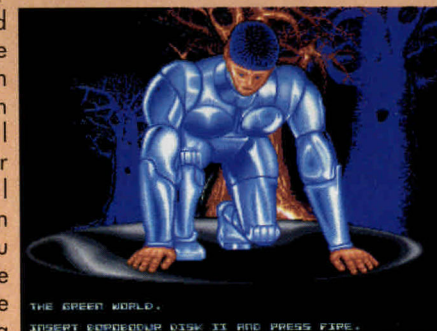


The music starts to pulse as you appear standing upon a platform in the middle of a huge level. As the bass line hits you it's impossible to resist the killing fever. Equipped with your (initially weak) zapper gun, you must leap from platform to platform avoiding slime pits, while

touched; when your energy bar is depleted you will die. Even worse - if you leap from a platform and fail to make contact with another, even a short fall will leave your energy level empty. When death calls you will be returned to the starting position of your current world.

Once all the puzzle pieces have been located and collected a message will appear informing you that the level doors are open. A quick trip up to the top left hand corner of the screen will

Battle scarred it's then time to move on to the next section. This section is a futuristic racing section. You take the wheel of an exceedingly fast hover vehicle equipped with a rocket launcher. Burn around bends and leap in the air as you shoot over hills going all out to keep within the set time limit. Just remember, if anything



gets in the way fry it.

Brilliant, large, colourful sprites and backdrops, faultless parallax scrolling and catchy tunes for each level. What more could you ask for? Apart perhaps for original gameplay.

Simon Dale



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THAMALUS

LAST BATTLE

C 6 4

E L I T E

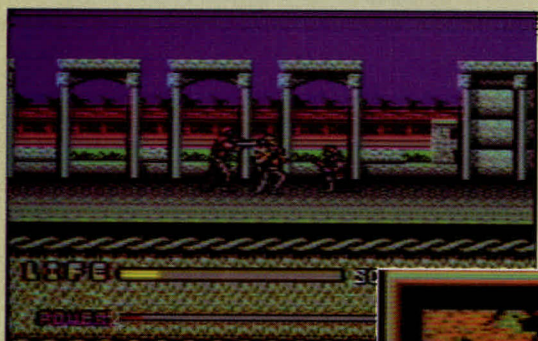
You greet a friend with your hand, a foe with a boot, (preferably in the face)

Using a secret marshal art called Jet-Known-Do, Aarzak and his two companions managed to recapture their homeland. Just as they were starting to settle down to their usual slow and peaceful pace of life, three of the most evil power warriors (Gromm, Gross

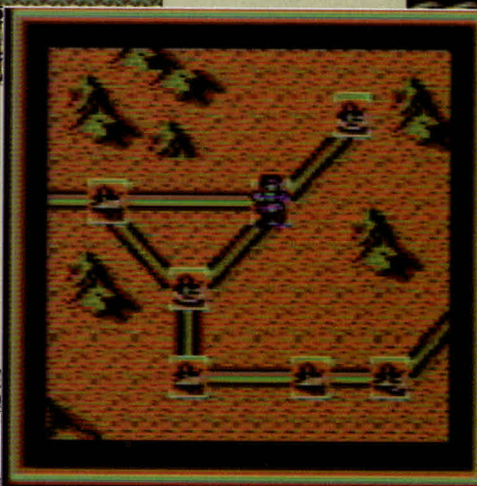
nasties. These nasties wield a variety of weapons including Axes, hoes, guns, fireballs and many more vicious bits and pieces. Taking this into account it seems a little unfair that you are armed only with your bare fists and clothed feet. But you're a

tough bloke and can wipe out all but the bosses with a single blow.

As you get to the end of each scene you are presented with a map of the



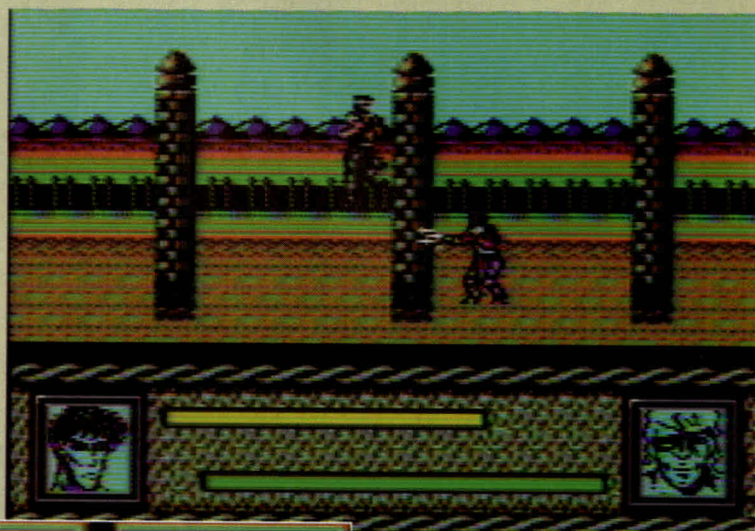
and Garokk) returned from their hiding place with a new army and began to do battle once again. You being none other than the mighty Aarzak must single handedly take on and destroy this huge army and it's three powerful leaders.



footpath system of your homeland. You can then choose in which direction to head by moving an arrow icon to the appropriate track. This provides a

nice touch to the game as it gives you a feeling of control.

When you reach certain crossroads you could run into one of the bosses who have an energy level, unlike the weak army minions. A battle must then be engaged in true ye-air-kung-fu style, in order to progress along the next foot path. Bosses present a reasonable talent for the likes of Aarzak and stop the game from



becoming repetitive like some other Ninja games I could mention. Once a boss is defeated you will be provided with an extra top up of energy and you'll need it too.

When it comes to fighting games I usually bore quickly, but Last Battle is a step ahead from the rest and will provide hours of entertainment, although there is an unfortunate lack of a two

player option. Good graphics and great sound, what more can I say?

Simon Dale

With a jazzy name like Jet-Known-Do you would think there would be a vast difference between it and all other marshal arts, but no, It's just another one of those well known Ninja games which consist simply of punches and kicks.

Running Aarzak to the left or right of a parallax scrolling screen you must use your five offensive moves to defeat a whole host of evil



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HARD NOVA

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.RPG.



AMIGA

Hard Nova is the latest Science Fiction release from Electronic Arts and what a nifty little game it is too. There's something for everyone in this game. If you are an adventure lover, there are puzzles galore. If you fancy yourself a great conversationalist, there are NPC interactions with a real flair - you don't even have to be polite!

As with most adventures, you must hone your communications skills. Conversations are displayed, and you can choose your remarks from among several alternatives. What you say, and to whom you say it, can weave wonderfully intricate twists into the many plots.

For the RPG fanatics, there is logical character development and enough skill-building selections to set lords a-leaping. Only the compulsive cartographers among us will miss the secret doors that infest most RPGs, and decry the absence of such vast indoor areas as found in the prequel, Sentinel Worlds.

For the strategist, there are two full-blown story lines with lots of neat little sub-plots. A vast library of crew permutations for both ground and air makes configuration strategy an integral part of gameplay.

For the arcade experts, Hard

Nova offers three types of real-time combat: ground, air, and space. None of the three is beyond the capability of those of us with less than fantastic manual dexterity. All three challenge our abilities in strategy and decision making. The space-combat mode is not just shoot and scoot. You have at your command both defensive and offensive technological wonders: Jam the enemy's radar or fool them into thinking you are one of them; select their poison from among missiles, lasers, big guns, or small; or shoot and scoot, if you really want to. Thanks to the high-tech tools at hand (including a targeting computer), a cool eye is not as important as a cool mind.

For the munitions buffs, armament selection and use is like hog heaven! As in most CRPGs, weapons and character class match-ups are very important. Unlike most CRPGs, the detail lavished upon the graphics depicting the weapons and ammunition is astounding, and the graphics are outdone by the applications. War gamers will want this game just to analyze the weapons.

The game arrives on two disks which must be installed onto hard or floppy disks. Installing onto floppies requires a further two empty disks (you end up with three play disks). Hard Nova is definitely a two floppy drive game, at least, due to the high amount of disk swapping.



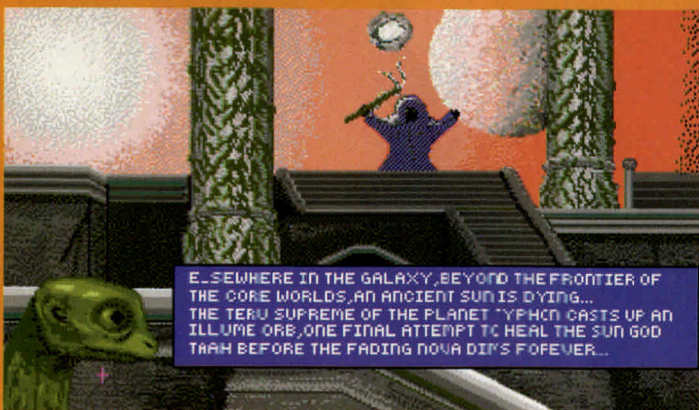
ST



Graphics are up to a high standard from the title screen to the endgame. Meticulous detail and stunning artwork make every screen a delight. Going through a stargate is almost as much of a trip as 2001!

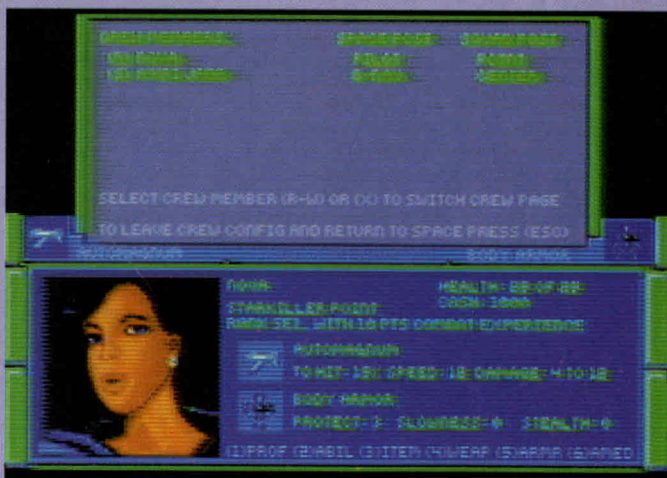
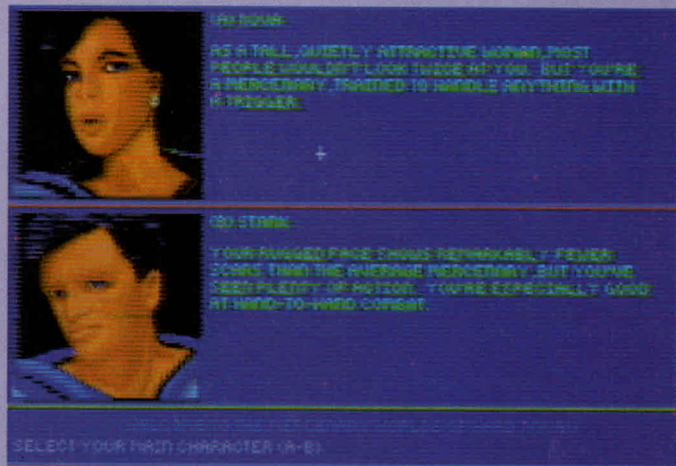
Hard Nova offers the first fully developed female lead character, Nova herself. If you insist upon a macho game, there is an alternative male lead, Stark, better at brawn but less adept technically than Nova. Whether you choose Stark or Nova to lead your party,

you have a game afoot. The map is very presentable showing several star clusters and constellations, as well as a map of the game galaxy. Locations of planets and stargates are included, as are statistics relevant to the images that border the map. All in all this science fiction RPG is thoroughly recommended to while away many an hour. Plenty of interaction and plenty of action threaded together by a worthy storyline. Hard Nova may well become the gold standard of space opera.



The ST version of Hard Nova retains the essential elements of gameplay that are present in the Amiga version. As in the latter you are not able to play from the two floppy disks supplied in the box as they contain a batch of compressed files. You can install the game onto three floppies or a

the included star-chart. The unfortunate problem with this chart (and this goes for the Amiga version too) is that you only get one chance to guess the correct number shown on the chart. If you goof up once you are dumped to DOS, which is a little unfriendly. After the check you select whether

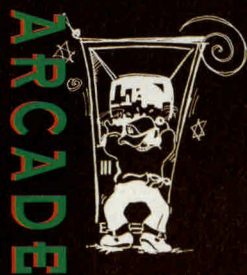


hard disk - a much ignored medium by ST programmers. The game can be played with a 512K ST and a single floppy drive. However, 1Mb of RAM and two floppy drives are strongly recommended (as is a hard disk), to speed up play. As in the Amiga version, Hard Nova tends to suffer from excessive disk swapping. Before you enter the game proper, you will have to bypass an anti-piracy check via

you wish to play a male or female character and start blasting.

Paul Rigby





CAPTAIN PLANET

M I N D S C A P E

ST

Our world is in peril, the Ozone layer is depleting fast, huge bins of rubbish are forming, toxic and nuclear waste has been stored in unsafe circumstances. But who can save us from the destructive lifestyle the world has adopted? No it's not the green party, or even David Ike, it's none other than Captain Planet and the Planeteers.

So who is Captain Planet and who are the Planeteers I hear you cry with gleeful interest. For those of you who don't already know, the Planeteers are a group of environmentally friendly do-gooders, each of whom are allocated a special power. These powers are none other than heart, fire, water, wind and earth. Once each of these levels has been completed, the Planeteers will finally merge into the almost God-like Captain Planet.

Starting the first level you will find yourself taking the role of Lika, the Planeteer who holds the Heart Ring. She must Create large vines using her hearts to gain access to the higher platforms and destroy the smoke puffing factory chimneys. As she does this many bits of living rubbish will attack her. But using her heart will always get her out of these terrifying situations.

The main aim in this jungle-like level is to free the elephants,



who for some insane reason have been enclosed in large glass jars. Once free the elephants must be placed back in their previous environment with the help of the all amazing Eco-Copter. This level looks like a dated platform game, but plays well.

Soaring onto the next level I found myself in the body of Wheeler surrounded by hundreds of boxes containing toxic waste. Wheeler uses his flame power to dispose of these nasty items. Although we know that burning toxic waste with a flame thrower is only for super heroes, (don't try this at home kids).

Once all chemicals have been destroyed, both in the warehouse and outside, Wheeler must head for the clouds, which for some reason he can stand on, and eventually, after a lot of hopping about he will reach his special environmentally friendly spacecraft. This section provides a new angle to a game which by now I would be bored with.

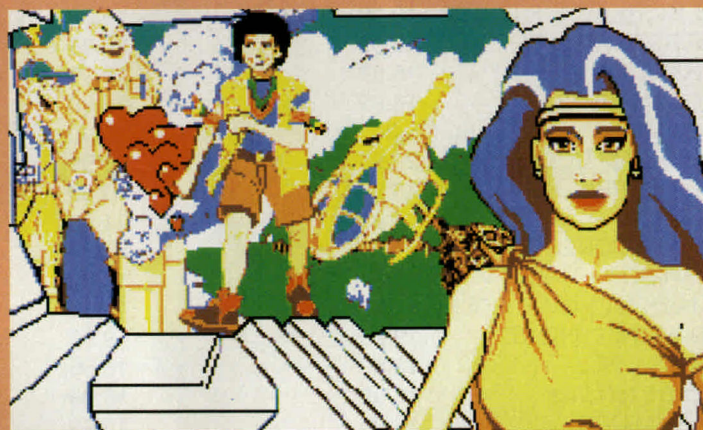
You must fly your craft through the sky destroying all airborne vehicles, not just for spite but because they emit gasses that are destroying the Ozone layer. While screaming through sky at high speeds you'll come across seals sitting peacefully in the clouds. Regardless of how they got up there your task is to carefully nudge them from their clouds and guide them back to the North Pole. After all this is done a door will open in the top left hand corner of the level,



entering this puts you on the next level.

The water level is under the control of GI (another one of those Planeteers), who has the most interesting power as yet. He can create ice platforms. This allows

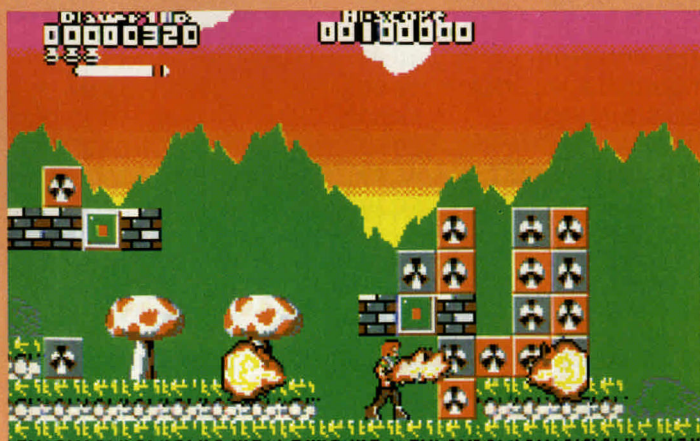
The aim of the third level is to retrieve the Dolphins from the sky and place them back in their water tanks. First these tanks must be filled and then all nuclear waste must be cleared from them with the use of the Eco-Sub.



you to build a series of platforms to anywhere you see fit, unfortunately these platforms exist for only a few seconds before the melt and evaporate. Firing an ice platform at any of the strange nasties found on this level will capture them in a block of ice, disturbing this ice will destroy them, but otherwise they will break free and sink their nasty teeth into your neck.

Two more levels must then be passed before you become Captain Planet but not wishing to spoil them for you I will end here.

Dated platform games are not my style, but if you enjoy them Captain Planet is one of the best and worth a look at.



AMIGA

As you probably know by now the world is becoming rather over polluted in many ways, but now we are asked to forget for one moment all the Scientific reasons for this and let the pure fantasy of Captain Planet flow through you.

Taking the role of the five Planeteers you must guide them through the five platform style levels one by one and eventually merge to become Captain Planet in the final battle to save the planet Earth from the evil pollutants and their creators.

In the style of platform games found on the C64 a good few years ago Captain Planet lets you hop from platform to platform collecting bonuses and blasting nasties also



you have the opportunity to enter five fabulous vehicles from the cartoon series. Captain Planet is reasonably playable but the graphics and sonics are not up to much.

Simon Dale





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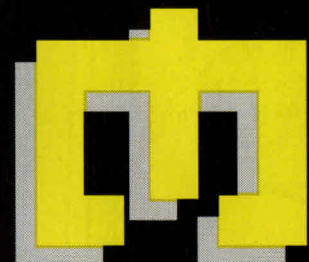
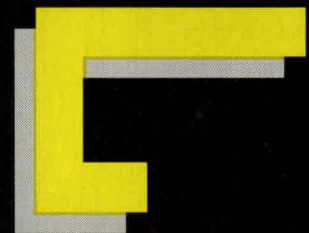
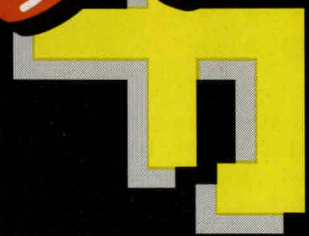
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Fun



Trigger finger flagging? Then it's time to try something a little different. This month we have an extra helping of goodies in the Fun File, nineteen pages to be exact, covering everything from the depths of space to the depths of Kent.

We start with one Rat and his Stick as he delves into the shadowy realm of roleplaying.

Next up with have Emma Norman bringing her monthly report from the passion pits of Pudsy and a tasty little giveaway for those who know their ferrets.

Oops, it's that pull out PD section and poster again. Absolutely nothing to with the Fun File so pull them out immediately.

With all this enjoying oneself going one what better inclusion to the Fun

File than a report on the Industry Leisure Week show in Birmingham.

It's been twenty five years since the Enterprise first began its five year mission. Tony Hethrington reports on its progress.

High tech, high speeds. Eddie reports from the Earls Court Motor fair.

Delving deep we have Ashley Cotter-Cairns adventuring in the Labyrinthe.

The Rat is back with the lowdown on the latest and greatest in the furtive world of RPG.

As you may have noticed last issue there's been a few changes round the old office, well actually there's a new office, along with new staff and all that. All of this has had it's effect on the Rat column, not least of which is a change in content and direction.

From now on Rat will be four pages (well at least until the next change comes along) and will continue to be all the news, speculation, gossip, slander, fantasy (get it?) and outright lies (who said that?), but the number of games products covered will be reduced.

Generally I'll try to bring you the most interesting new products in

detail, so instead of a couple of paragraphs you'll get a much more in depth review. This means that some products will only get a brief comment in passing, and others won't get mentioned at all.

But enough of this banter, what about the news. Well I've got this sheet of paper in front of me that's got all the news on it, unfortunately it's totally indecipherable, so I'll just have to make it up as I go along.

Lets see, hmmm, oh yes, it would appear that good ol' Games Workshop are more or less back to normal, that is messing around with orders, late delivery to independent shops, you know the sort of thing. On the other hand MB seems to have disappeared, but you never know!

And on yet another hand, it would appear that Fantasy Forge are having some sales problems, 'cos their sales

Rat on

have definitely slumped somewhat. Mind you at the moment everything they touch seems to start an instant downward spiral. They just can't seem to win.

Alternative Armies seems to have disappeared as far as a lot of shops are concerned. There have been no sales reps, no phone calls, in fact just a big fat absence.

And finally Chris Harvey (the games people) and Hobby Games seem to be having a bit of a dispute at the moment, they are bickering about something, if I could just work out what it is. Oh well, all the news seems to be bad at the moment.



A stick

But on an up note it's coming round to Genicom, and yours truly hopes to be there, if I can squeeze the money out of the Ed. (Pleeease Mr Editor can I go to Gencom), so if you're there and spot me, say hello and buy me a pint.

Enough of this gossiping, and on to the goodies. Now I have a stack of five goodies comprising of Faerie, Cracken's Rebel Field Guide, Aliens, Vampire Kingdoms and last but by no means least is the Chicago Arcology.



Out of all these I've decided to look at Aliens first, and the reason is simple, I'd like to start low and finish high! Aliens - Adventure Game is the third game system produced by Leading Edge games, and uses a similar but simpler game system to both Phoenix Command and Living Steel. Unfortunately it also inherits the defects of those systems, as well as a few defects all of it's own.

Anyway, Aliens is a softback RPG rules book of around 180 pages, and according to the blurb on the back cover

caters for a full range of mercenary, business and marine characters in a galaxy of deceit and danger. Well I don't know about the danger, but the deceit is certainly there. The only characters catered for are military in nature, all generated in the same way, with a choice of just five guns, (no holdouts, no blade weapons, no lasers etc -just bog standard projectile weapons). Oh, sorry I lied, there are precisely fourteen (count them, they are on page 12, paragraphs 3 & 4) lines about converting military to non- military skills.

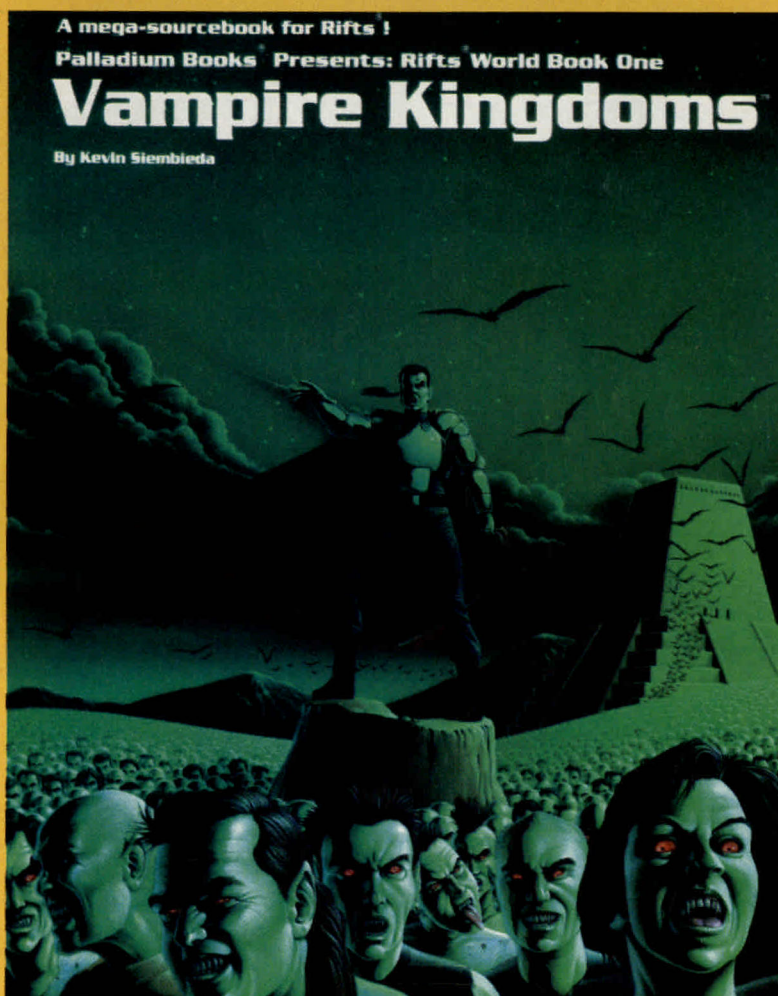
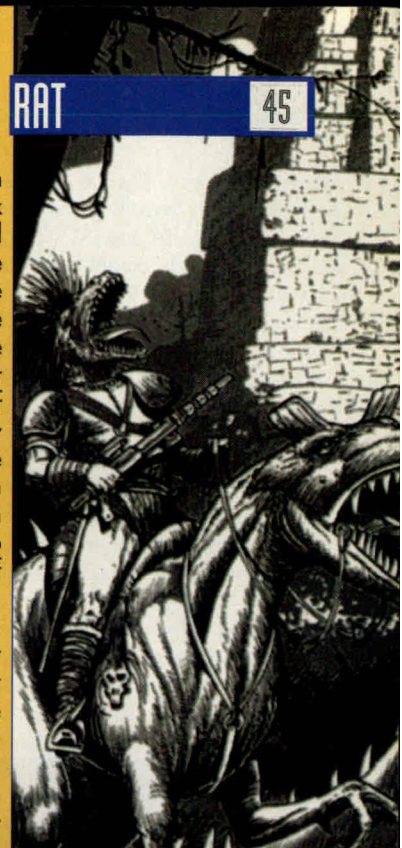
In reality Aliens is a boring and somewhat limited game, some of the ideas presented are very nice, but the feel doesn't really match that of the films, and the only adventure possibilities involve blowing away the Aliens, or Humans or Aliens and Humans.

On the good side the whole book is full of B&W pics from the film (Aliens) and there is a nice section of colour plates in the middle of the book - can you spot which ones were never shown in the film?

Next in line is the latest Rifts! supplement, Vampire Kingdoms, which covers what you might expect, Vampires! Unlike the last Rifts!

supplement, this is much more of a sourcebook and includes material on vampires, the vampire kingdoms of the title, and vampire hunters. However there is also material for circuses in the world of Rifts! (now how did they get in?) and some on the various demon kingdoms of the Yucatan peninsula (which is also home to a number of vampires).

The vampires are split into four groups, wild, secondary, master and intelligence (although the intelligence isn't really a vampire) with full stats, characteristics, invulnerabilities and vulnerabilities for each. Did you know that vampires can be killed with a water pistol? No, well think about it!



The organisation of the vampire kingdoms is described, and whilst some may be just as brutal and inhumane as you'd expect others actually look after their people, even if they do drink blood. But whatever the type these kingdoms dominate the area of central America and represent a formidable opponent for an organised state such as the CS, let alone a bunch of adventurers.

On a lighter note the circus rules allow for the creation of circuses and any other travelling show, ranging from a one man medicine show, up to a full circus. The rules not only include the acts, (all American based I might point out) but also security, fame, military power, equipment etc. Two specimen circuses are included, Mr Drak's travelling circus is a place to take the children, whilst the Night Arcade & Freak Show caters for those with more exotic tastes. And you shouldn't be surprised if you lose a little blood when visiting the latter.

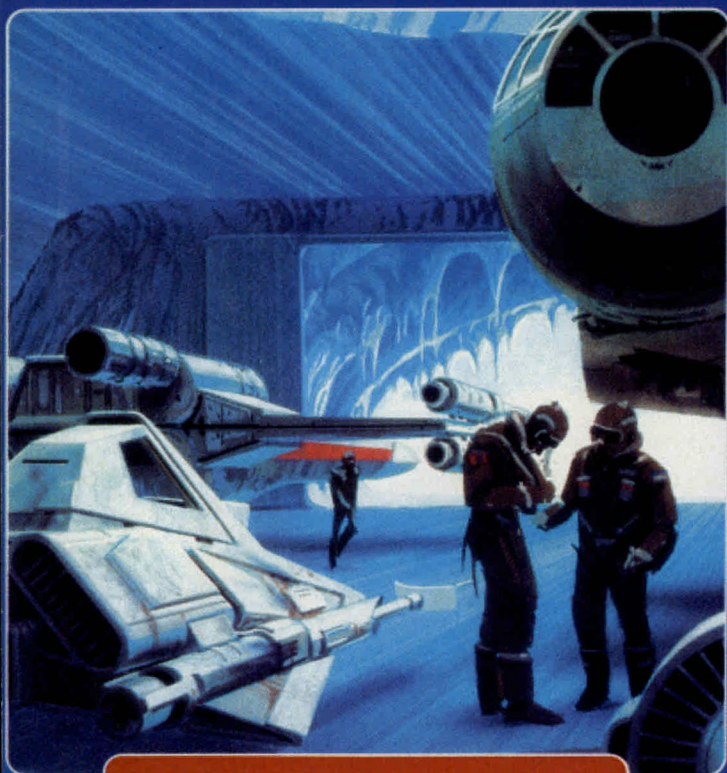
The final entry in the Vampire Kingdoms book is a brief summary of the Yucatan peninsula (a bit of Central America) which has dimensionally drifted but can still be reached by characters. This area is inhabited by vampires, demons, ghouls and lots of other really rather nasty creatures, so there!

Next in the pile is the Star Wars offering, Cracken's Rebel Field Guide, which is a guide to improving the performance of standard equipment and creating odd items of use from even odder items of no use. There are also a number of new goodies.

STAR WARS

Cracken's Rebel Field Guide

A Supplement for use with Star Wars: The Roleplaying Game



Fantastic technology and new equipment to give the soldiers of the Rebel Alliance an edge in their struggle against the Evil Galactic Empire.

WEST
END
GAMES

Improvement of performance usually results in changes to the die rating of the equipment, thus a blaster's power can be increased, or a vehicle can be made faster. But there is a cost in reliability. Each time such an item is used it may break down, and if it does....

Creation of odd items uses the same rules, but involves cannibalising equipment to make a completely new item, for example using a speeder bike ignition switch to make lock picking easier (weird or what?).



And finally the Guide details a list of modified, improvised and new equipment, ranging from fake ship transponder codes, to droid restraining bolts for animals and makeshift bombs, but there is especial emphasis on cybernetic enhancements and prosthesis.

Although the Guide is well written and presented it suffers from having only a small number of gadgets for a relatively high price. But then you can't have everything, can you?

After the high tech comes a world of whimsy with the low tech Ars Magica supplement 'Faeries'. Forget the elves of Middle Earth, the gnomes of Hans Christian Anderson and the dwarves of the Brothers Grimm, here are the real medieval and Celtic faerie, with only a few modifications.

Well actually there are quite a mixture of different faerie types given, so that whilst the Celtic predominates there are also examples of the medieval, Norse and Germanic supernatural. There is no doubt that Tolkien has received short shrift here. Despite this Faeries provides a very good source of faerie (as opposed to Elven) lore, with lots of background material and it is certainly atmospheric.

Briefly the book introduces the faerie, and discusses their fay nature (sorry, that's circular, but fay is of course the most apt adjective). The next section examines the faerie realms and how characters may inadvertently (or otherwise) find themselves to be somewhere other than where they expected to be. There is then a full description of various faerie types, proceeded by a detailed examination of their customs (you know, changelings, cursing, tearing themselves apart and that sort of thing), and finally there is a section on playing faerie characters.

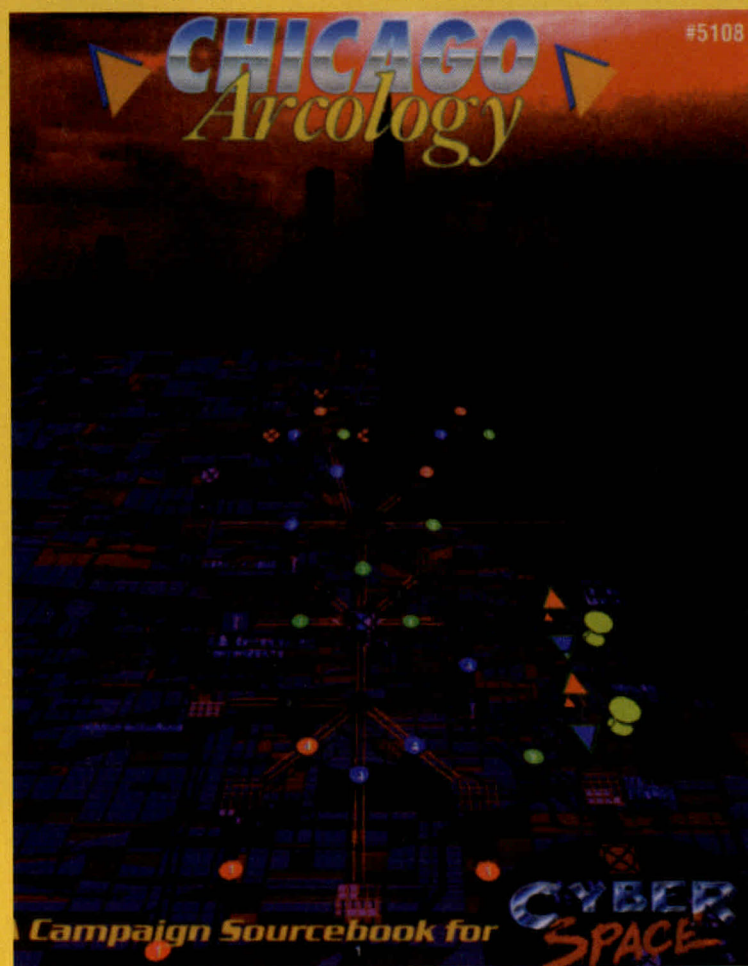
But of course, as is common these days, there is also a set of scenarios, and it is here that I was disappointed. Don't get me wrong, the scenarios are certainly good, and should be very enjoyable to play, but if I want a lesson on morality I'll go and read something appropriate, I don't expect an RPG scenario to tell me what moral lesson is being taught in that particular scenario (!!!).

And so to the last for this month. Chicago Arcology is exactly that, a detailed description of an arcology built in Chicago, and although it is written for the Cyberspace system there is no reason why it can't be used for any other Cyberpunk style game.



CA presents a detailed background for the arcology giving political and corporate management clashes which have led to the present arcology management system, along with the quite common physical skirmishes between nation and corps which have led to the arcology being a fairly well fortified defensive structure and military command base.

The arcology is mapped in full, with a description of all the sites of interest inside and outside the arcology. Details of the various personnel, gang members and opposing corporate management



(the arcology being run by the New Edison Corp, mostly via a small trustee foundation - the Valris Foundation) are also included.

Finally there are three scenarios involving the arcology. The first concerns dirty deeds in the fashion shops, the second corporate espionage with a difference, and the last is about the assignation attempt on a high ranking corp member at his own retirement dinner.

CA is a very nice sourcebook for any game system that uses arcologies, cyberspace and all that jazz, with lots of atmosphere and detail, and the WorldComp news items are dead good, where else would you get mutant killer sheep, a Serbo-Croatian space program, or the Baffin Islands annexing Kurdistan?!

Peter Simpson

And to round things off here's the ratings for the five products :-

- R - Not worth it.
- P - Hardly worth it.
- A - Almost worth it.
- G - Worth it
- E - Definitely worth it.
- B - I wrote it so it must be worth it.

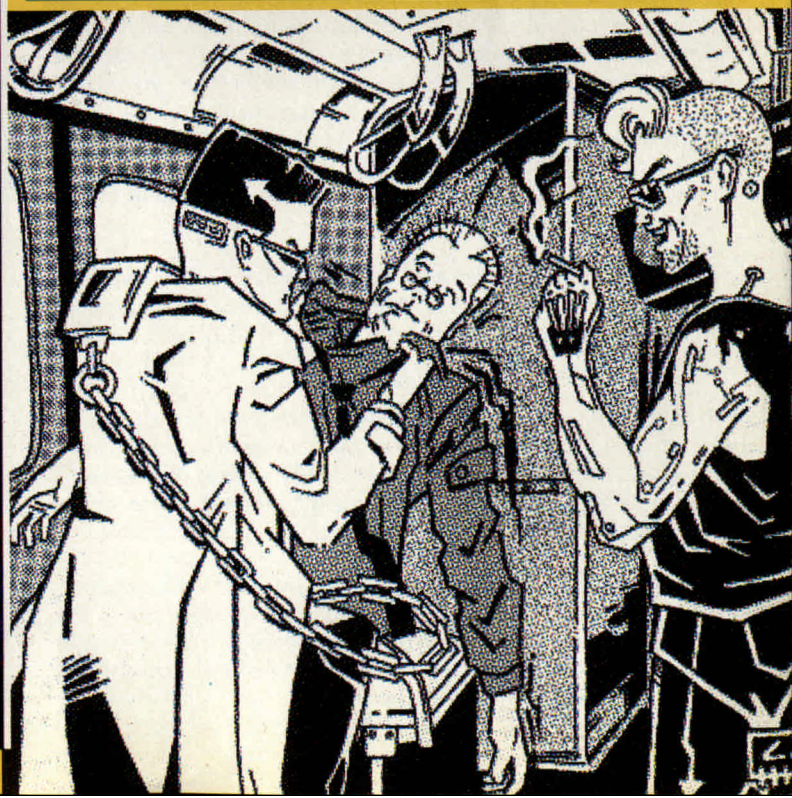
Aliens - Adventure Game £14.99
System P Good pictures, shame about the game.

Vampire Kingdoms £8.99
Rifts! A Average, and suitable for Rifts!

Cracken's Rebel Field Guide £10.99
Star Wars G A well written but short hotch potch of equipment.

Faeries £10.99
Ars Magica G to E Excellent faerie sourcebook, but watch out for the morals!

Chicago Arcology £11.99
CyberSpace G to E Complete description of Chicago and its Arcology.



TICKET & TAPE

Brave the chills to experience the thrills with Emma Norman.

If you're willing to brave the cold and damp with a trip to the cinema, I suggest you see *Spartacus*. Don't worry, this isn't a remake of Stanley Kubrick's brilliant award-winning movie but a revised version of the original.

Tony Curtis, Laurence Oliver, Kirk Douglas, Charles Laughton and Peter Ustinov act their socks off portraying the events in Ancient Rome when the slaves tried to rebel against the Republic.

First released in 1960, it is now restored to its original length - including scenes that the censors considered unsuitable 20 years ago, with a new soundtrack to boot. Mind you, you'll need to muster some stamina since it now runs for three and a quarter hours.

If you're after something a little more modern, then those two unlikely sex symbols Mickey Rourke and Don Johnson may have the answer. The unshaven couple star together for the first time in *Harley Davidson and the Marlboro Man*. In this 1966-based western, Davidson (Rourke) a philanthropic drifter and his friend, the Marlboro Man (Johnson) hanker for adventure.

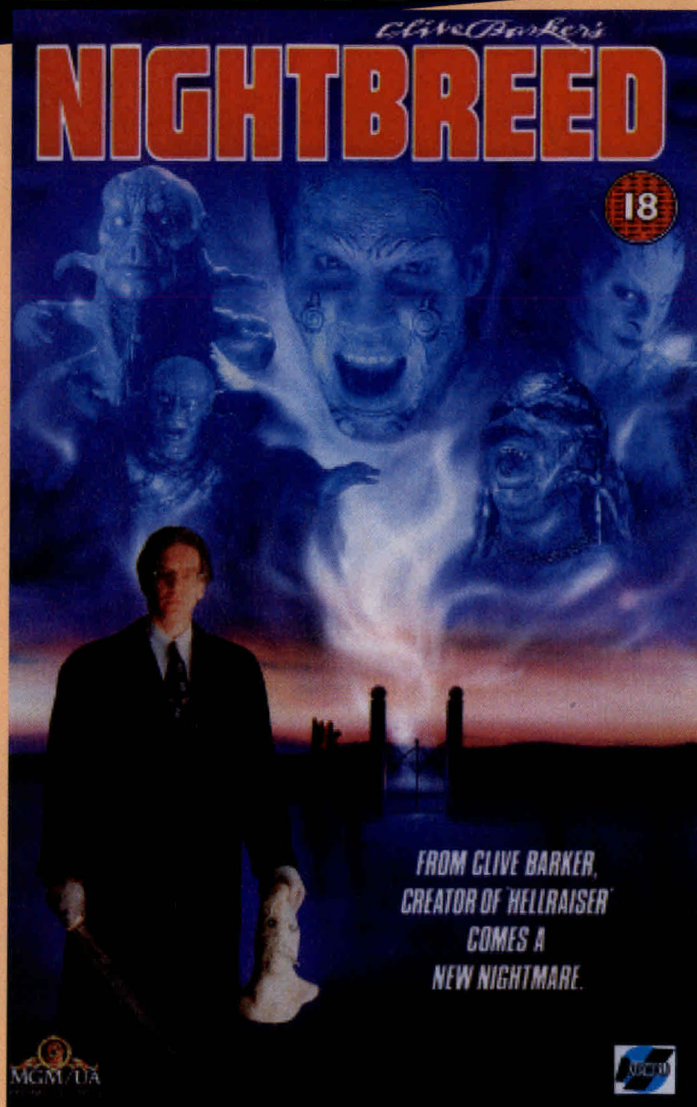
The only excitement they know is hanging out at the Rock 'n' Roll bar and grill and when this is threatened with closure due to debt the two shoot-from-the-hipsters decide to save it by robbing the bank. It's thrills and spills right down the line but the youngsters lack the authority of those famous Veterans of the genre; John Wayne and Clint Eastwood.

It may not be to the standard of *Stagecoach* or *High Plains Drifter* but it's well worth venturing out for.

If you'd rather stay at home roasting chestnuts by the fire, then video treats are in the store to entertain you while you cook. Depending on your taste, there are films to frighten, sadden, amuse and delight.

For horror fans, Christmas has come early. Those two doyens of supernatural writing, Clive Barker and Steven King, both have movies out this month. Barker's is the rather savage *Nightbreed* - based on his novel 'cabal'. While King's offering is one of the best movies released this year: *Misery*.

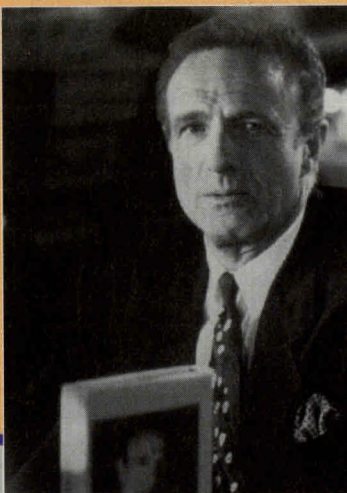
Nightbreed stars Craig Sheffer as a man who, wanted for murder, is forced to hide amongst an ancient race of creatures - The *Nightbreed*: Monstrous, living-dead, shape-changers dwelling in a labyrinthine necropolis. Here he discovers that evil hides behind human masks and monsters have souls.



It's very similar in look to Barker's *Hellraiser* films, with its breath-taking special effects, but it's marred by the excessive stalking-and-slashing which I guarantee will give all but the hardest nosed horror fans nightmares.

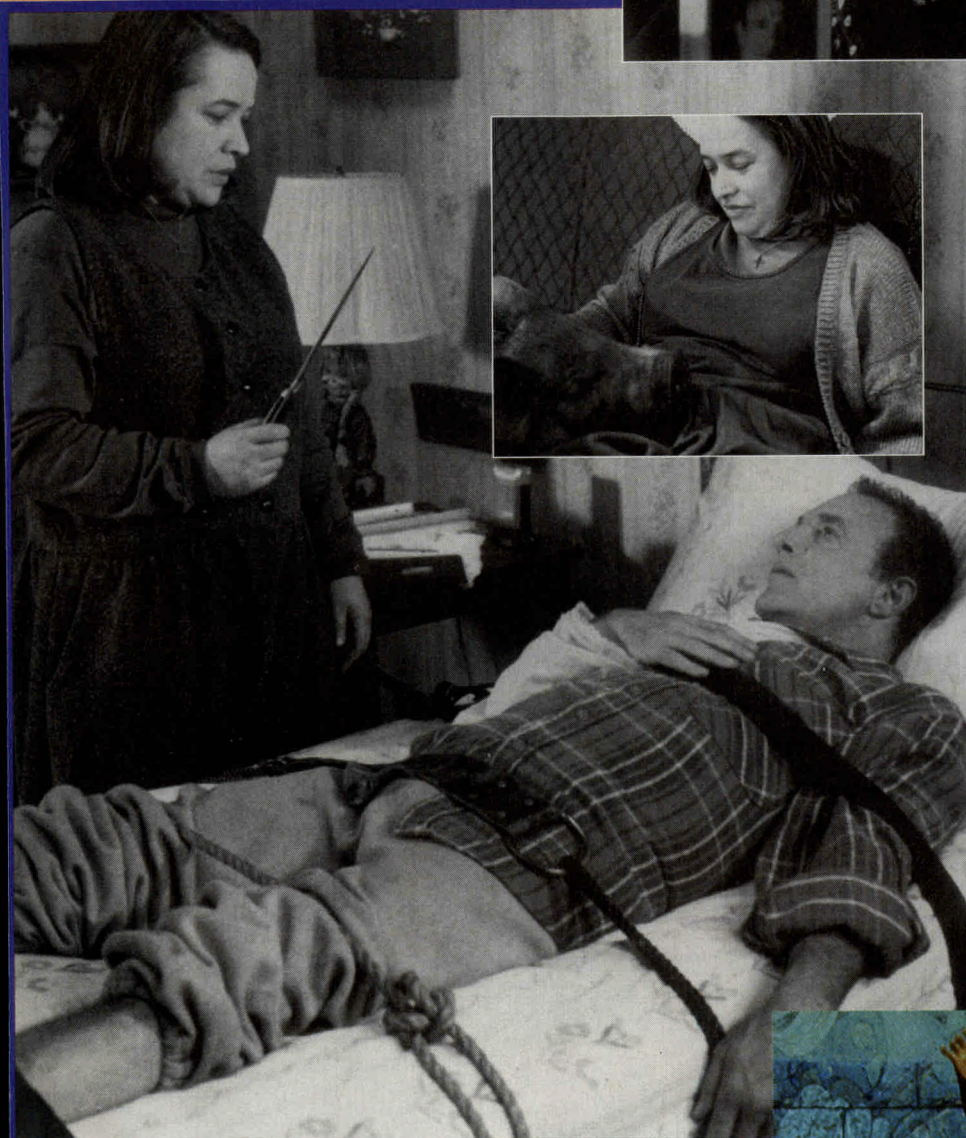
On the other hand, Stephen King's story *Misery*, is a subtle psychological horror film which is far more terrifying due to its lack of gratuitous violence.

James Caan plays novelist Paul Seldon, who has just completed his first 'serious' book - a deviation from his best-selling series of romantic dramas. On his way to deliver the manuscript, he crashes in the



It is one of the cleverest psychological thrillers ever made. By combining comedy and suspense, love and hatred, the characters are so life-like that the situation is horrifically plausible. Bates and Caan are magnificent with a great cameo performance from Hollywood legend; Lauren Bacall. Unfortunately it's an '18' certificate, but if you are old enough, rent it at once and if you're not, insist upon it as a coming-of-age present. Marvellous stuff.

Action/Adventure tastes are satisfied by *Beastmaster II-Through the Portal of Time*. I never saw *Beastmaster I*, but if this sequel is anything to go by, I missed a real treat. For this is an entertaining escapist film where good is saintly and bad is downright evil.



lonely, snow-bound Colorado mountains. From the tangled wreckage, his broken body is rescued by Annie Wilkes (an Oscar-winning role for Kathy Bates). This strong, hefty woman takes him to her remote home where previously her only contact with the outside world had been via Paul's novels.

Initially, everything seems to have worked perfectly. Paul is in the hands of a capable nurse and Annie gets to meet the man to whom she claims to be the 'number one fan'. But that is before she reads his new book and discovers that Paul has no plans to write any more romances. It is then that Annie's true colours begin to show and Paul finds himself a prisoner in her home, forced to burn his new manuscript and revert to continuing his drama series.



In the days following the death of King Zed, a darkness has fallen over the land of Arok. The evil Warlord Arklon, using his unholy magic, has enslaved the people. Their only hope rests with the rebel forces marshalling in the East under the leadership of Dar, the Beastmaster.

That's all very well, but the modern-day Tarzan (Marc Singer), accompanied by his pet eagle, a tiger and a pair of ferrets, (one of which died in the first film - Ed.), is interrupted in his

attempt to save his land and people by the arrival in Arok of L.A. Valley girl, Jackie. A street-smart young woman who inadvertently slipped through the portal of time into the Beastmaster's parallel world. He turns his attention to returning her home but is foiled when Jackie is snatched by Arklon (Wings Hauser) and taken back to California to help him steal a neutron detonator. In hot pursuit comes Dar, unequipped to survive on the hostile streets of Los Angeles but determined to stop Arklon laying his hands on a bomb which could wipe out his entire planet.

From barren desert to smog-ridden city there's an abundance of sword-play, police chases, lost hounds stalking the night searching for souls to drag into the abyss, all interspersed with finely crafted effects and witty one-liners. Good wholesome fun for all the family.

I for one can't wait for Beastmaster III.



exposing the hypocritical morality of victorian life alleviated by a fine, whiskered performance from Palin. For unadulterated delight look no further.

Once upon a time, a man had dream. The time was 1941, the man, Walt Disney and his dream to create a living film that would continually evolve and change over the years.

That film was Fantasia. What started life as a 10-minute animated 'special' to infuse new life into the flagging career of Mickey Mouse - usurped in the popularity stakes by Donald Duck - developed into a two-hour work-of-art with a price tag of \$2,280,000. Loosely based on the story of the sorcerer's Apprentice, Fantasia is a concert of

classical music given cartoon interpretations through dancing mushrooms, winged horses, menacing mountains, battling dinosaurs, hippos in tutus and a magical mouse.

It took three years to make, used 1000 artists and technicians plus a 100-man orchestra, but failed to make a profit. So Disney had to wake from his dream. The time was not right for his vision and he had to shelve his desire to add an extra musical number every year. Instead he was left with a Masterpiece of a white elephant.

COMPETITION - FIVE COPIES OF THE FILM TO BE WON.

Q: What are the names of the Beastmaster's ferrets, tiger and eagle?

For those who like a good cry, one release this month that'll tug the heart strings is Not Without My Daughter. A true story of a woman's fight to be re-united with her child.

In 1984 Betty Mahmoody (Sally Field), a middle-class American housewife, and her Iranian-born husband, plan a trip to Iran. Betty was reluctant to make the trip since the political climate in the Middle East was dangerous for Americans. However, under the assurance that it would only be a two week trip to her in-laws, she agrees to go. But shortly after their arrival, Moody reverts to the church of Islam and announces that they're to remain in Iran. For Betty there is only one option - escape - but Not Without Her Daughter.

It's a disturbing account of one woman's attempt, against insurmountable odds, to regain custody of her daughter whatever it takes. Sally Field gives a remarkable performance as a tortured mother and Molina, often the heavy, is a convincing fanatic.

After all that, it's time for some well-earned light relief and what better than in the form of ex-Python Michael Palin in American Friends. Based on the diaries of Mr Palin's great-grandfather, it tells the often amusing, sometimes touching story of a three-day trip to switzerland which changed his life. It's a period piece



50 years later however, Fantasia has been restored to its original version at the cost of \$1.5 million. The sight and sound of the film are of the highest quality and the film a cavalcade of imagery and sound; Pictures you can hear, music you can see.

It's a marvellous piece of work, but if you want to buy a copy then you'll have to be quick. In order to keep its timeless appeal, the film is only on sale for 99 days and costs £13.99. For collectors, there is a deluxe presentation box for £49.99 which contains the Fantasia video cassette with a specially produced hologram insignia, a second video cassette on the making of the film, a certificate of authenticity signed by Roy Disney and a 16-page Collector's Edition commemorative book.

The best news is that the Disney studio is hoping to fulfil its founder's dream with plans to release (albeit in 1996) Fantasia Continued.

This will be the original version but with extra musical numbers added. So it looks as if Disney's vision of a living movie will finally become reality. Let's hear it for Walt.

Emma Norman



WALT DISNEY
HOME VIDEO



Welcome to this month's collection of cheap and cheerful. We have a bumper crop this issue but alas we can't fit it all in so here are a few of the more delectable items for the ST and Amiga.

We start with the Amiga and NBS.

The Lemmings Animation - (disc H665)

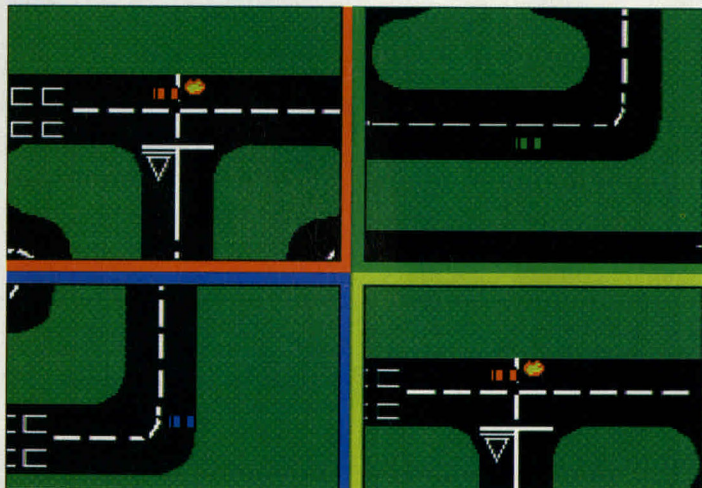
The Lemmings from Psygnosis are such cute characters the animations were sure to follow. This offering from Rebel-Soft may not be all that strong graphically but the animation is excellent and the story very moralistic.



Super Skoda Challenge - (disc G187)

Racing fans rejoice! Well not really, this is a game of wanton destruction, not high speeds and deadly curves. Two to four players blast the living daylights out of their fellow players, (all human, no computer controlled cars catered for), over a series of ten maps. The screen is split into four equal areas, each centred on one of the four players cars. The idea of the game is to locate your fellow drivers and blast them, the winner being the player still alive after everyone else has lost their three lives. Being shot is not the only way to die as collision, with both each other and scenery, not to mention the trains on some levels, often proves fatal. Bonus items drift around the playing area to give lucky players the edge; bonuses include extra lives, shield, force field and speed-up.

Between each level a chart shows the number of kills each player has made and how many of each colour car. You can also use the map editor to create you own arenas.



Mission X (Raid II) - (disc G208)

It's blast the baddies time in this vertically scrolling shoot-em-up. Pretty good arcade action that bears more than a passing similarity to SWIV.

Wastelands - (G206)

Freescape strikes again. Wastelands is the first, (one that I've seen), PD creation to utilise the 3D Construction Kit by Domark. As a result the game bears a marked similarity to other Freespace games but with a little more detail. Guide your craft through the 3D remains of the Europa Nuclear base, searching for Joshua, an unstable nuclear warhead that is about to blow the World sky-high.





Plenty of detail in the locations which include a kitchen complete with sink full of water and a recreation room with pool table. Quality stuff.

Next a few offering from 17-Bit.

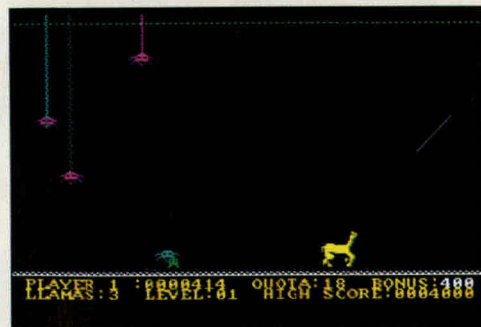
Pom Pom - (disc 1350)

Aircraft action, or rather anti-aircraft action as you defend Pearl Harbour from the invading Japanese planes. Using your mouse you guide the gun sights over your unsuspecting targets as they fly past and let it rip. The idea of the game is to shoot down as many aircraft as possible before they all pass. The graphics are quite good but almost totally unanimated. The only time you do see some animation is when a plane is shot and it turns into an explosion sprite and begins its downward journey. Reminds me of a scene from an old C64 game whose name completely escapes me, just like most of the Japanese planes.

Games - (disc 1373)

Now this is what I call a mega compilation, two full games and three playable demos on one disc.

The full games are from Llamsoft, the first being **Llamatron**. Based on the arcade blaster RoboTron this is an all action, weird sound effects, hell for leather arcade game. A single screen arena appears before you and you must blast, blast, blast. When not depopulating the screen of nasties, (who slowly home in on your chief Llama), you must collect stray herbivores for bonus points. The game starts quite sedately and then the action really hots up and things start to get very strange, very quickly.



The second offering from Llamsoft is rather a disappointment.

Metagalactic Llamas would be poor on the C64, on an

Amiga it's a joke. As the spiders descend you blast them by deflecting your shots off a barrier whose height you can control. Simplistic in the extreme.

The three demos on this disc are all from Psygnosis and two are of a very high quality.

Amnios is an arcade blaster with a vengeance. Fly over an organic landscape, (which is not only alive but hostile), blasting anything that so much as twitches. Great graphics, smooth gameplay but the demo offers nothing more than a taste of the game to come, which is really the whole point of the demo.

Infiltrator is a little more meaty and promises to be an equally good game. You control what can best be described as a small demon with twin auto-cannons and a jetpack. To reach the exit you must overcome many obstacles, (not the least of which is your jetpack's lack of fuel), and the ever present nasties. The auto-cannons have a real mean sound to them when they start hurling lead, a really nice touch.



Pegasus is a rather poor offering and not up to the usual Psygnosis standard. The graphics look good despite being on the small side but the gameplay is very

basic and rather boring. Fly you pegasus across a landscape, (which has four levels of parallax scrolling), and blast the nasties that you encounter. A poor version of a horizontal shoot-em-up, but the animation on the flying horse is a bit special.

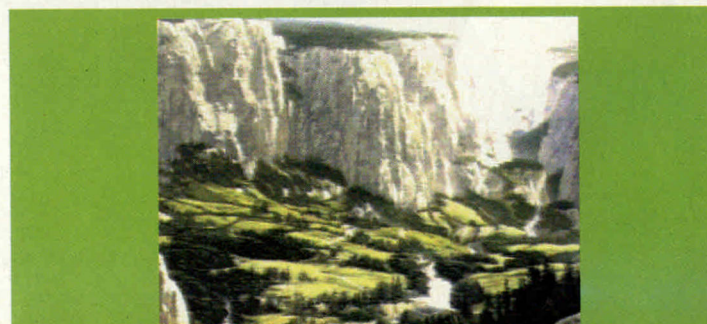
CD Player - (disc 1357)

Music maestro please. Yep it's time for the music demo, this time in the form of a CD player. Full CD player controls are offered with track search, FF, Rew, pause, and random track mix features supported. Several musical categories have been included but none of the tunes sounded that good.



Tolkien Calender - (disc 1348)

From music to graphics with this slideshow of the 1990 Tolkien calender by Istari. The pictures are good, (what else could they be), but a little indistinct.



Real World





WESTGOLD[®]



ST next and we start the ball rolling with a couple of compilations from Merton PD.

Games Compilation 1

Azarian

Space, no not the final frontier but a place to blast lots of nasties without having to worry about too many witnesses. As you hurtle through the void you must locate and blast the Thraxx invaders. Of course they shoot back but that's half the fun. Only a beta version of the game so not all the features are implemented but it's enjoyable in a simple kind of way.

Breakanoid

The bricks are back, but not for long. A simple but functional version of the classic ball, bat and brick game. No falling icons to collect but you do get the odd brick materialising when certain bricks are destroyed.

Floyd the Droid - On The Run

Back with the RoboTron theme but this time with big is beautiful sprites. I remember seeing this game many moons ago and I thought it simplistic then, now it's simply sad.

ST Invaders

An interesting adaptation of the invaders theme. These little nasties don't chug from side-to-side waiting for you to blast them, (especially on the later levels), but move with a little more animation and a lot more missiles.



Space War

Classic two player action from the arcades as two spaceships orbit a sun blasting for the greater glory of their race. Lots of options, black hole, different strengths of gravity, contact or proximity torpedoes, in fact just about everything except joystick control. Simplistic display but all its charm lies in the two player action.

Astro Tunnel

Not really a game but a very simple demonstration for Sprite Master.

Game Compilation 2

Bellum

Hectic blasting action in this Galaxians variant. For one the aliens cheat, their missiles home and secondly you can cheat back by blasting the various icons which traverse the screen for triple shot, extra speed and so on.



Blaster

Continuing with the clone theme this Defender look-a-like has some mean aliens that not only steal people but shoot dirty great big missiles as well.

Strip Break Out

Now this is an interesting idea. The nice young lady who removes her clothes as the levels progress is covered with bricks, so grab your bat and start those walls tumbling down. The bat for once is situated on the right hand wall which is not only different but a little off putting and, alas, the digitised pics aren't that hot.

Duck Rodgers of the 20th Century

Simplistic blasting action from days gone by. The alien dances before your gun sights, blast it quick or he'll blast you. Simple and mind numbing.

Joust

Now this brings back a few memories. Classic arcade action in which warriors mounted upon birds must vie for dominance in the air. One or two player action.

Killer

Ugh, looks like Galaxians but plays like a bad copy of Space Invaders.

Motorcycle

Could this be the game that inspired Lotus Esprit Turbo Challenge? Unlikely but the ideas the same. Keep your little man on his motorcycle upright as he tears along the road. First time I've seen a game with an inch and a half playing area.

Astro Panic

The aliens saucers float around the screen, you blast them, as simple as that.

Worm War

A fast and furious, if graphically simple, version of the age old classic Centipede.

Finally a few ST delectable from the Floppy Shop.

The Hibernation Demo - (disc Dem 842)

A collection of Christmas tunes with appropriate pics by Sewer Hedgehog and Golden Otter. The music's not that bad but the pics are slightly dodgy.



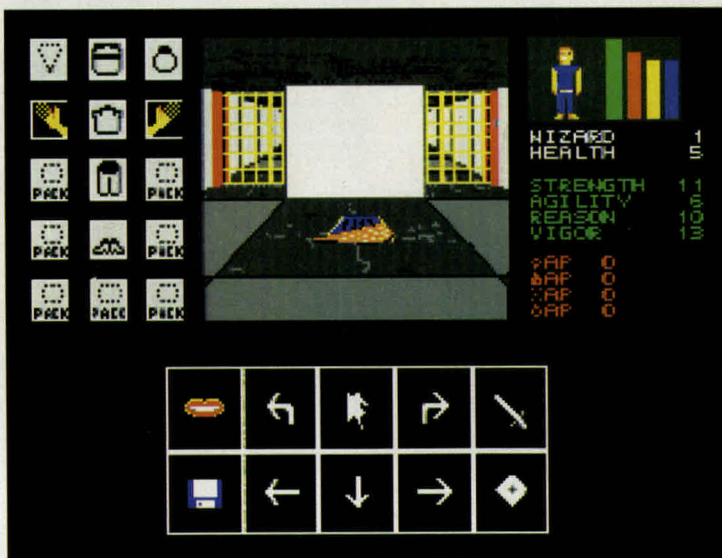
ColourSpace - (disc Art 64)

Llamasoft strike again with a Shareware version of ColourSpace. Create your very own weird and wonderful light shows with this trip down the light fantastic.



The Mystic Well - (disc Gam 217)

Forget Dungeon Master, here is a cheap and cheerful alternative. Take your hero, be he warrior or mage, and bash those dungeons. Everything is on screen from your backpack to directional controls and a small display showing you a view of the world. One of this month's better PD offering.



Merton PD, 10 Grasmere Avenue,
London, SW19 3DX

17 Bit, Micro Byte, First Floor Offices,
2-8 Market Street, Wakefield, WF1 4DH

NBS, 1 Chain Lane, Newport,
Isle of Wight, PO30 6QA.

The Floppy Shop, 45 Provost,
Grayham Avenue, Hazelhead,
Aberdeen, AB1 8HB

LEISURE INDUSTRY WEEK

It's amazing how much discomfort people will go through for a little pleasure.



As the month of October drew to a close the Leisure Industry gathered at the NEC in Birmingham. Filled with images of arcade machine upon machine with the odd mass display of fairground attractions thrown in, I leaped into the car and headed North.

What I found at the show was something of a surprise. There were a few arcade machine and quite a lot of the larger outdoor rides but over a third of the show was dedicated to fitness. Looking at some of the machines involved in building a better body I asked myself, do people really do this for fun? Well all I can say is it's a mad World and getting fruitier by the second. I must admit as gadgets go the exercise equipment was novel on a very large scale.

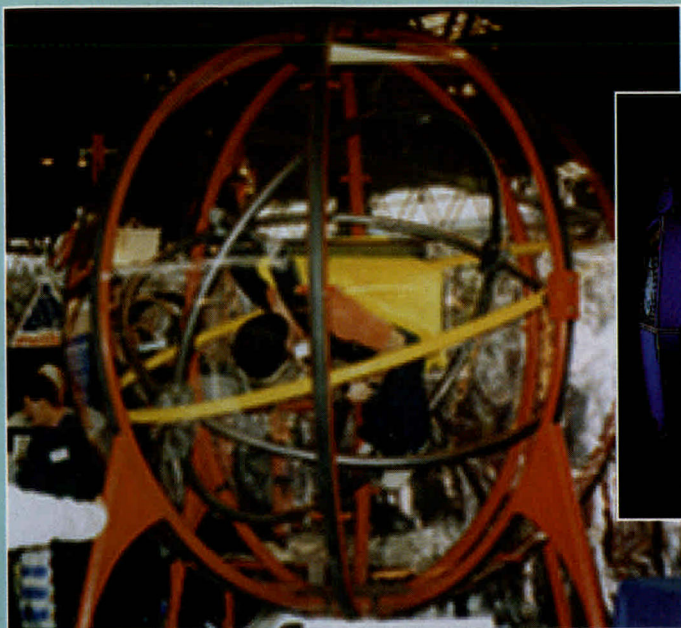
A fair few of the devices appeared to be designed to save you effort whilst exercising. An odd notion indeed. One such device was the StairMaster from Exercise Systems. In appearance it looked like a miniature downward escalator up which you must climb. The only advantages I could see with the system is that you don't have to go back down the stairs because you never reach the top and

the display panel gave you lots of stats to marvel over. Personally I'd save myself a few pennies and dash to the top of the local multi-story carpark, (preferably via the lift).

The oddities continued with the Step II from Espree, a moulded plastic step upon which you tread repeatedly. Again something most households already contain if in slightly more subdued colours.



Ugh, I ache already, time for some serious fun. The arcade element I was expecting was present but it was very much in the minority. Although amongst the fruit machines and the odd arcade game I did notice one particular gem. This particular offering was from Sega and in gameplay terms very reminiscent of the Dragon's Lair games. The main difference, (apart from the wild west setting), was the method of display, a hologram. Apart from the minor benefit of the graphics beings in true 3D this meant that live footage could and was used for the action. Quite a novelty and probably not that new as most of the other arcade machine were a little dated.

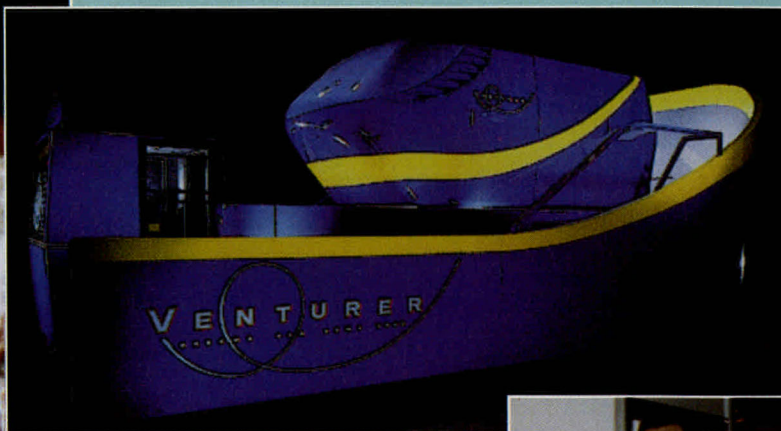


On a slightly larger scale the Spider Web certainly caught my attention. Large, inflatable and covered in velcro, the Spider Web would certainly make an unusual attraction at any fair. Wearing special suits participants bounce and collide with the wall of velcro. Puzzled? You won't be after you try it. The idea is to bounce high and hit the wall in a unusual position, and there you will stick until you peel yourself off.

Taking a more technical view to entertainment both Quasar and Laser Quest were in attendance. Both are combat games utilising light beams rather than paintballs, (see article a couple of issues back). The aim of the games is to take out the opposition in specially constructed combat zones. Players wear specially constructed front and back plates which detect incoming light beams and deactivate the guns for a short period of time when a hit is taken. A gentler version of paintball, ideal for the younger players.

When it comes down to sheer thrill power, (without losing your lunch), you can't beat the big simulators, in this case the Venturer from Rediffusion. State of the art thrills as you ride the rapids or fly combat missions in a Tornado, just about anything that produces a high thrill factor, all in the relative comfort of your local arcade. It was also one of the only stands that had people queuing.

Perhaps the second largest contingent of the show was the theme



park rides. The rides themselves may have been too large to fit in the NEC but that didn't hinder the exhibitors. Amongst the many models and slide shows of the larger rides there were a number of ride components, mostly bumper cars in all their guises. One of the larger ride produces Barbien had a catalog displaying off the shelf products ranging from the big wheel to mini-roundabouts for the youngsters. All very expensive and thrilling stuff.

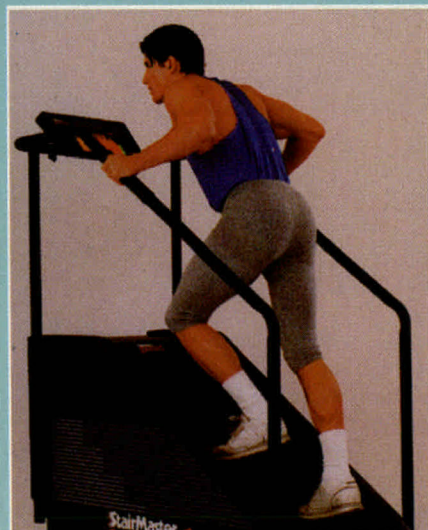


Of the parks themselves only Metroland was in attendance. Based in the Metrocentre near Newcastle, Metroland caters for kids of all ages. As a sister company to Spitting Image Projects you can see the latex creations in force in the Spiting Image Factory, indulge in a little discorobics with Suzanne Dando, or simply shop while the kids tackle some of the more adventurous rides. It's all indoors so you don't have to worry about the weather either.

After the last ride has shut down and the stars begin to shine it's time to indulge in a few memories and one company at the show specialised in just that. Bygone Times is a company dedicated to the classic moments of days gone by. Bygone Times sells everything from the fifties food packaging to the original vehicles of the era. Everything you need for recreating you very own slice of history.

The leisure industry has certainly evolved over the past decade with the aid of technology and the public's desire for greater thrills to ease the stresses of modern living. For the leisure industry the only way is not up but sideways, loop the loop, upside down and ever faster.

Adrian Pumphrey



STAR TREK

When The Going Gets Tough, The Bold Go Exploring.

Space. The final frontier. It's now 25 years since those lines opened Paramount's new sci-fi series that ran for 79 episodes, spawned five feature films and launched a whole new Generation lead by Captain Picard.

When Star Trek was launched onto America's TV screens it was surrounded by other sci-fi series such as *Lost in Space* and outlasted them all due to its strong characters, simple storylines and 'uplifting atmosphere' as the *Enterprise* championed the human (American) way of life in a hostile galaxy. Many analysts

stir up 'reds under the beds' fears. Star Trek went further by posting an international crew, including a Russian (Chekov), Asian (Sulu) and token Black (Uhuru), on the bridge. However, the Russian was still portrayed as the weak link as Chekov was always the most likely candidate for being taken over by an alien.



The show's creator, Gene Roddenberry was an airline pilot and a police sergeant so it was inevitable that Kirk would reflect the attitude inherent in these jobs as he warped around the galaxy righting wrongs. In its time the show dealt with racism, fascism, tyranny and was constantly anti-war, (even if they did shoot half the creatures they met). Cloaked in science fiction it was safe but it must have been a heady mix for an America involved in Vietnam.

have compared the series to a Western in space with Kirk as the sheriff, Spock his sidekick, or Tonto to Kirk's Lone Ranger and McCoy the argumentative but loyal craggy friend. This made Kirk and the crew the cowboys protecting peaceful outposts from the marauding indians played by the Klingons. However, in the grips of the cold war, all 'right-minded' film and TV producers engaged in Russki bashing using the alien invaders as just another way to

Despite all the political content the show was fun! Packed with popular sci-fi themes such as time travel, parallel worlds, particle transporters and talking computers, viewers quickly realised that the bridge crew were the only ones that were guaranteed to survive. Anyone manning an outpost or mine were certain to be eaten by a giant alien, blasted by Klingons or driven insane. Security guards were next in line with a life expectancy of about

three minutes, then the scientific advisor and finally Kirk's old flames that hung around only long enough for us to be reminded that Kirk was married to the Enterprise!

At the end of the third series Paramount destroyed the set totally unaware of the success it would continue to enjoy for many years to come. This caused problems for the cast who were tied to their characters. William Shatner managed to escape by playing Kirk in different guises, such as TJ Hooker, instead of JT Kirk! Leonard Nimoy was dogged by the pointy ears and logic of Spock until he finally turned to directing with considerable success including *Three men and a Baby*. James Doohan who played Scotty suffered the most as he knew he hadn't a chance of getting a new part when he was greeted at each audition with the words, "Hello Mr Scotty!"

Ten years ago the clamour for new Star Trek material resulted in the building of a new set, a new ship and the reassembling of the old crew for the Star Trek films. There have been five in all and if you want to know what one is like, just look at the director. If it's William Shatner then there will be a lot more action and running about than in the more complex and enjoyable Leonard Nimoy productions.

While building the sets for the films the makers spent a lot of time and money building a set that would tilt when the Enterprise was hit so they could avoid the comical running from side to side in the original. Unfortunately, it worked too well and monitors and equipment tumbled and smashed creating an expensive damage report. The solution was simple. They didn't tilt the set - they tilted the camera!

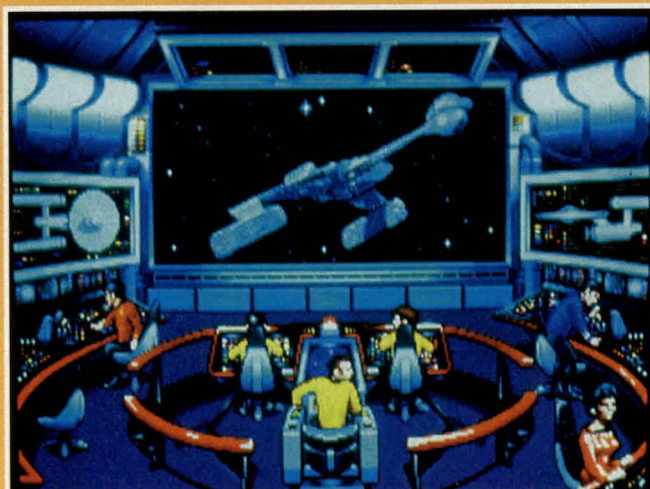
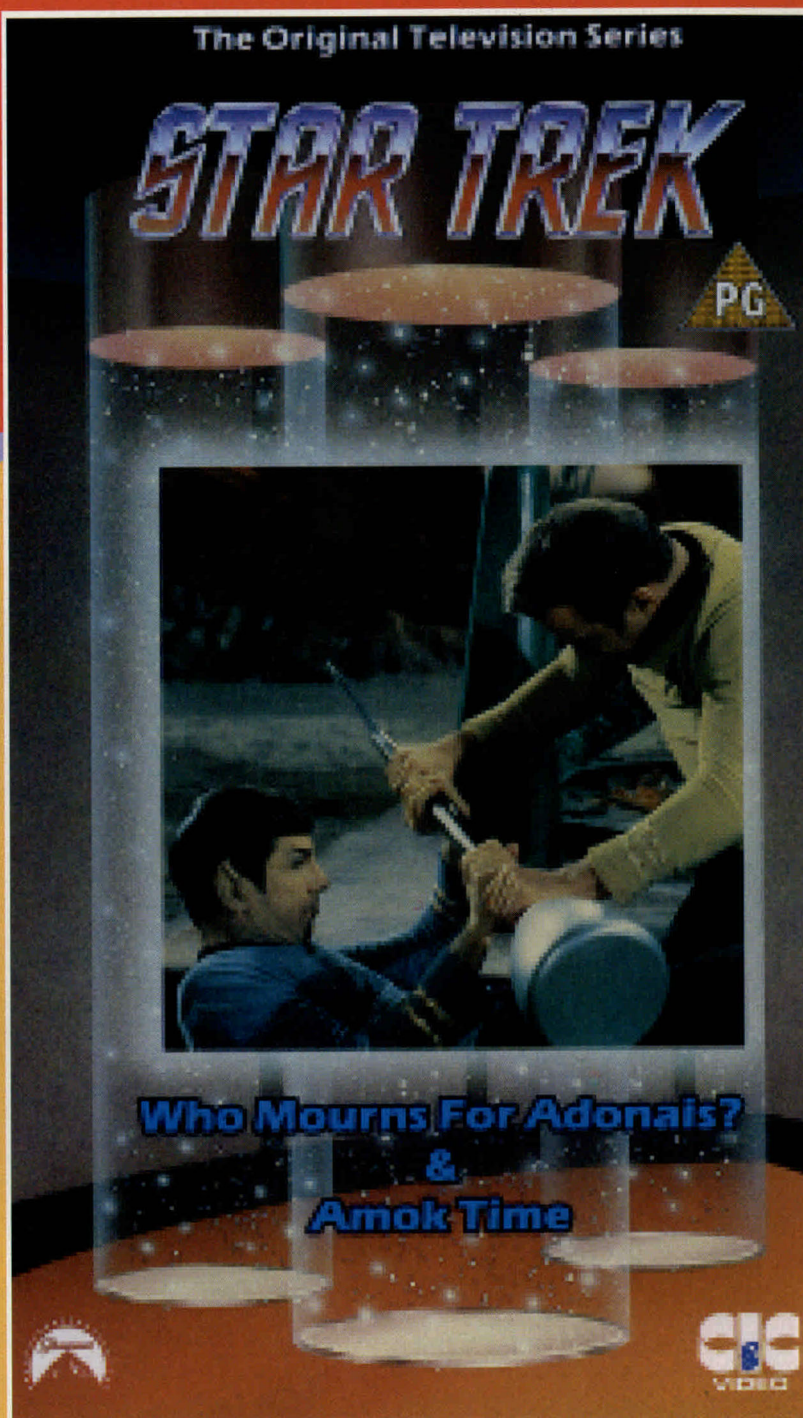
THE NEXT GENERATION

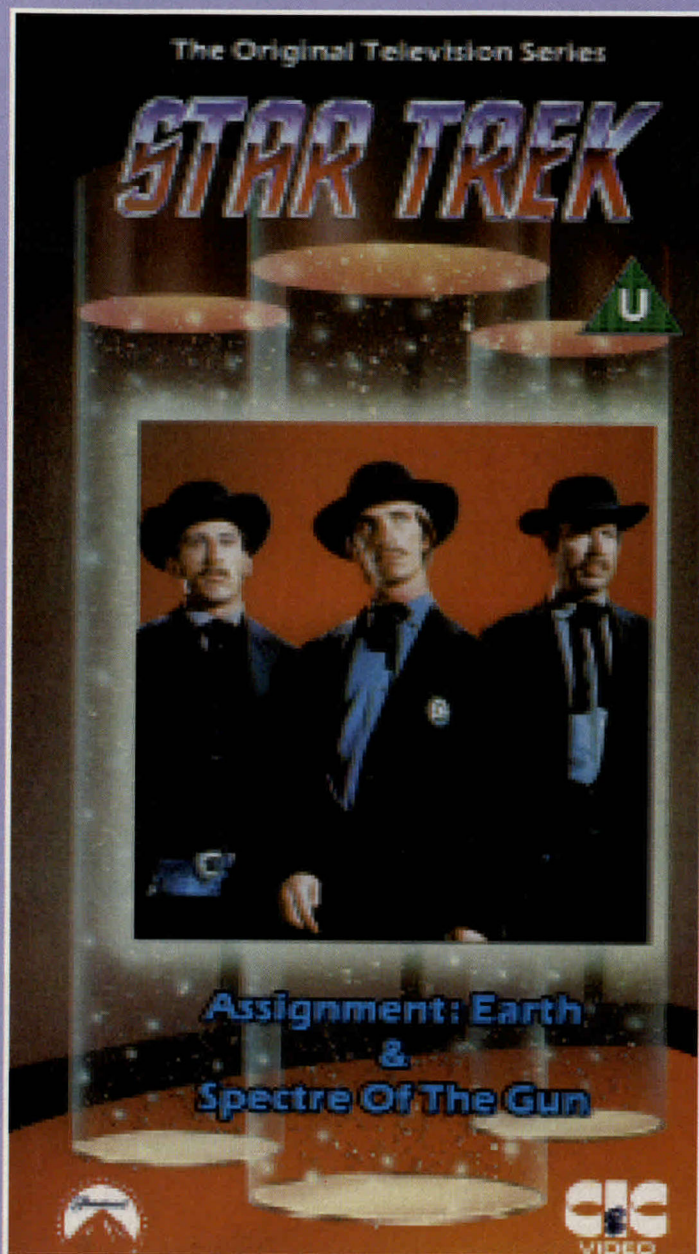
Last year the Next Generation blasted onto our screens featuring another new Enterprise and new crew lead by British actor Patrick Stewart, playing the French Captain Jean Luc Picard. Picard is more like a naval officer and remains aloof from his crew but beneath him the old favourites are still there. Riker, is the new Kirk, Data the new Spock and McCoy is replaced by Counsellor Troy. Although there are a few additions, such as a Worf, a Klingon as security chief, and Deforge, a computer assisted blind engine chief filling in for Scott, the stories and action are still the same. Aliens still threaten the Federation, outposts are still destroyed and the Enterprise is still boldly going where no one has gone before.

When he took over Patrick Stewart was ready for the part and the challenge of a TV series. He was even ready to follow in the steps of Kirk, Spock and co, but he wasn't ready for the fanatical Trekkers. These fans take things to extremes and through dressing up in costumes and learning every line they have turned Star Trek into a way of life.

Finally, The Next Generation broke new ground by killing off a member of the bridge crew with the memorable episode when Lieutenant Yar met an untimely end. Backed by promotions and new assignments for the other crew members this gives the New Trekkies a sense of realism demanded in the 1990s.

A new series is now in production in which Spock rejoins the Enterprise! In all the TV series and films there have been some very good ones and some awful ones, but taking the rough with the smooth, there's nothing quite like a little Star Trekking.





Star Trek on computer.

Since computers could compute programmers have tried to write Star Trek games. In the early days they were hunt the Klingon games, with you searching a sector for a cruiser to destroy by entering co-ordinates to warp to.

Then in 1986 the now defunct Beyond Software which had just been bought up by the now defunct Telecom Software launched a Star Trek game. Featuring windows, icons and the other 'in' things of the time. You had to guide the Enterprise into battles with Klingon cruisers and through mini landing party adventures. It even featured digitised sounds and nice but static graphics but alas it disappeared with the companies.

The next into the fray was Mindscape with a game based on the fifth film *The Final Frontier*. Unfortunately, a good game suffered because the film was so disappointing.

Now, to celebrate the 25th Anniversary, Electronic Arts is set to launch it's Star Trek game which is based on the original crew and ship. Using 1991 graphics and gameplay you can pilot the Enterprise in a series of classic missions. From the bridge you can command each crew member with a click of the mouse to set headings, engage warp drives, open hailing frequencies and launch an attack on the Klingons. You can also beam down to explore planets, other ships and colonies, blast aliens and even say the immortal line, "beam me up Scotty!"

Across the Board

As board and roleplaying games developed in the late 1970's and early 80's their designers turned to Star Trek for a science fiction setting.

The first was as a supplement to a space combat game called *Alien Space*. This involved moving cardboard shapes around a floor while keeping records of movement, energy loss and damage on a sheet. The most bizarre but accurate combat system involved



STAR TREK

PG



The Lights of Zetar & The Cloud Minders

CIC
VIDEO

stretching out long pieces of string from the centre of one cardboard ship, at the correct firing angle, to see if it hit it's target!

Star Fleet Battles took over from this and replaced the floor and string with a hex map. Using simple rules you could engage in single ship battles or in large fleet conflicts. These simple rules were soon replaced by boxed Deluxe editions, metal miniatures and countless expansion sets adding in more and more alien races.

Star Trek - The Role Playing Game is based around the Star Trek series. You don't necessarily have to play Kirk and Spock but most end up



doing this. As with all roleplaying games the players roleplay life in the Star Trek universe while a referee pits their progress through his story and controls any monsters and aliens they encounter. There are now about 30 prewritten scenarios and expansions to add in alien species and to carry on roleplaying with the Next Generation.

On Video

If you have a VHS then you can fill almost every waking hour with not only 34 cassettes of the original series but also the five films and new releases featuring the Next Generation all from CIC video. This all adds up to nearly 100 hours of Star Trekking! So why are you just siting there? Beam down to your nearest video shop now, and start Trekking.

Tony Hethrington

The Original Television Series

STAR TREK

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The Changeling & The Apple

CIC
VIDEO

THE MOTOR FAIR,

EARLS COURT LONDON.

It's playtime for the big boys with even bigger wallets.

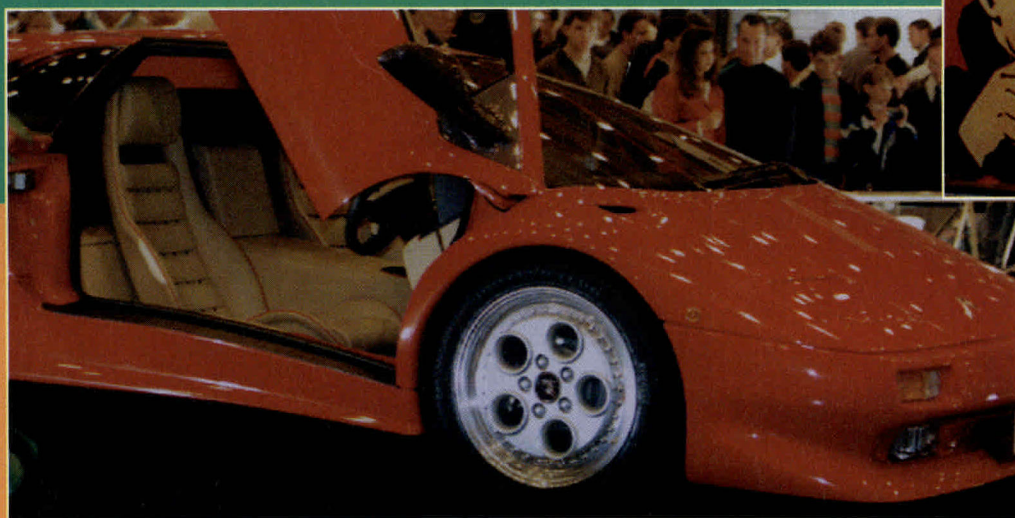
Well I almost did it, (buy a car that is), but unfortunately, (for Lotus), I didn't have my cheque book on me. If you didn't get your feet into gear and burn up to the Motor Fair in London, well as you are about to find out, you really missed a great day out.

Making it past Security, (they were obviously taking a break - Ed.), and up the stairs, I opened the doors to the Motor Fair and was immediately dazzled by the glitter of the event. As each stand attempted to outshine the other I entered the fray, armed only with a camera and note pad, to do battle with the countless hordes of onlookers and harassed PR people.

The first stand I came across boasted the latest machines from TVR. After queuing for five minutes I managed to get in. Amongst the

brightly coloured sports cars on the stand was the much appreciated Griffith, with it's smooth styled body and interior.

I then went in search of some of the more practical family car manufactures, and the first one to catch my attention was Ford. Ford was showing its new Granada Estate, which should be on sale in the near future. A car that excels in design in every aspect, and should give a few of the other leading car manufactures something to worry about.



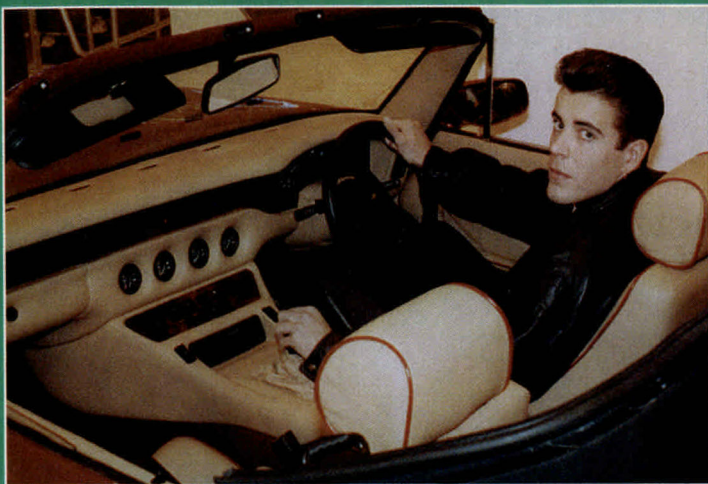
Also among the stands were the British Kit Car company Ginetta, with some impressive machines that generated more than a little interest in the onlookers.

The show was not without its disappointments, for example some of the leading car manufactures failed to make an appearance. BMW and Austin Rover for instance. Although they haven't done anything of great interest, apart from BMW's new 3 series, so it was not such a great loss that they did not attend.



Do not despair however as I did manage to locate three of the World's finest super cars. The first was the much loved Ferrari F40 with it's very distinctive Ferrari looks, and of course the car that made one of it's first appearances on the BBC program Top Gear, the Lamborghini Diablo, which happens to be one of my favourites. I must say, if I had the money the Jaguar XJ220 with a top speed of about 220 mph would have been the one for me.

After many a long hour of perusal and wishful thinking it was time to hit the first floor. On arriving at the first floor, I was surprised at the amount of accessories that you can obtain for your car.



Here we found all kinds of goodies, ranging from body kits and wheels, to engine and interior modifications. In car entertainment was also popular, especially the car hi-fi with such firms as Pioneer, Kenwood, and Phillips in attendance.

We also came across a number of Hot Rods, that's parts that are either brightly painted or chrome. Everything from the engine and chase, to the body panels.

The auction company Brooks also had a large collection of the Worlds best Classic sports and luxury cars. All of which were in pristine condition, some of which had price tags that would take your breath away.

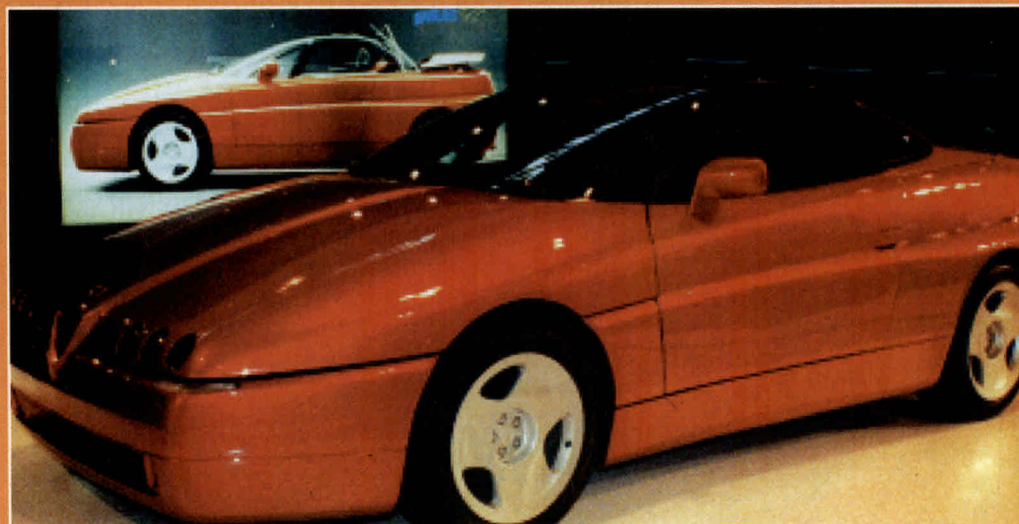
Among these Classics were such famous names as Rolls Royce, Daimler Maserati, Jaguar and so on. All of which pulled a bigger crowd than any of the cars on the ground floor.

Tucked away in between some of the stands were stalls selling everything from hats, posters, stickers, to hand books for every car of any age that you could possibly think of.



One thing I was very surprised to see was a stand that had a few Sega Megadrives, and Master Systems, all running Out Run Europa, an appropriate game at a Motor Show.

**E d w a r d
F o u n t a i n**



GET YER MITS ON

THE HITS

2



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MONSTERBASH!

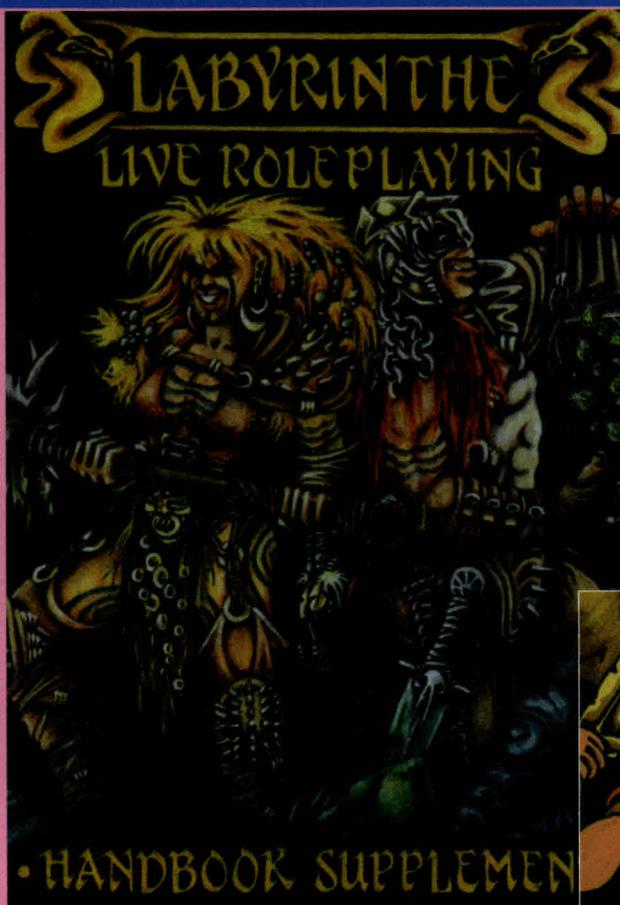
CAST AWAY THE CARES OF THE WORLD AND PREPARE TO FIGHT FOR YOUR LIFE, IN THE LABYRINTHE

WHAT'S IT ALL ABOUT?

LIVE ROLE PLAYING (LRP) is every Dungeons and Dragons player's dream. A chance to dress as your character, fight for your character and decide his or her fate, instead of leaving it to a chance roll of the die. You want to move silently, in a suit of armour? Go on then, but bear in mind that the monsters you're trying to outwit may have better hearing than you...

The watchword for LRP is fun. But of course getting sliced into little pieces is not most people's idea of fun, even at a weekend. That's why everything about the hobby is concerned with safety too. All new players are given a briefing and combat training to ensure that the chances of injury are kept to a minimum. All weapons are safe, constructed from foam and plastic, while still feeling real enough to maintain atmosphere.

The Labyrinthe LRP club is an established system running in Kent. It has the advantage of a huge user base and very atmospheric natural surroundings. It is fairly accessible (half an hour from London by train) and reasonably priced at £8.00 for a three-hour adventure. New members are welcomed and receive courteous service and good advice and briefing.



Adventures are 'policed' by referees who also write the adventures and set up monsters to combat! Most referees will not get too involved in the action, preferring to watch the roleplaying of the characters and assess their performance, but all referees are very experienced live roleplayers. Monsters are just players who turn up to provide opposition to parties! This is free, although you must have played at least a couple of adventures to ensure you are a safe fighter. Some referees even reward their monsters with Grulls (the Labyrinthe system currency) or adventure credits for especially good monstering. There is a handbook available for £10.00 (across the counter or by mail order) which is vital if you are

to take the hobby seriously. It details the many character classes, their hit points, abilities and drawbacks, as well as offering sage advice on combat, roleplaying and costume requirements. Three adventures run on Saturdays and Sundays and must be booked in advance to avoid disappointment.

More information, an introductory pack and bookings may be obtained by calling Pete Garner on (0689) 855851 or by writing to him at this address: Garner Adventure Tours, The Labyrinthe Club, 77 Hinton Road, Herne Hill, London SE24 0HT,

Happy Adventuring! You can see how we got on the following pages...

Ashley Cotter-Cairns



A day in the life of Unk! the Caveman.



It was another usual day in the life of a Caveman. As ever, I was wandering around, looking for something large and furry to kill for skin to wear, when a strange group of people approached me. "He looks like a hard warrior type," they said, and before I knew what was going on they were leading me to a large hillock where a strange-looking person was waving his arms about and talking a lot of rubbish. I wanted to leave but he spoke to my mind "Stay". So I stayed. There were a lot of weird people listening to him in my group. Some of them looked very familiar to me, others looked strange and peculiar. One had green skin and pointed ears; another was dressed in long black robes and wouldn't let me take his big stick away from him. Eventually we were led into a room where everyone wanted to lie down. I thought they looked happy enough so I joined them on the floor. Then something strange happened. My head felt all strange and I saw visions,

visions of a world of sand, where we all became sand as well and were blown away gently by the wind. I was afraid, but a person told me that I had to be strong without moving and fly up into the sun.

We came to a strange BIG cave, where I felt myself reforming into myself again. I came to with a headache on the floor of a cold wet place with squidgy walls. It didn't feel like my cave at home - it felt evil. Three red people appeared at the entrance to the cave and started arguing with a man in white who was with us. One wanted to kill us,

another wanted no harm to come to us. The third said something about having everything we owned, so I gave him everything I had - lobbing a barrage of rocks through the cave entrance and at them, over the heads of the party of course. The man in white got angry with me so I threw one at him too. The red things got really angry then and started shouting at us. One made my head hurt a lot but I kept throwing rocks. Then everything went black and we charged out of the room. When the lights came back on there were three dead red things on the ground, surrounded by my rocks. I went



TOOLS OF THE TRADE -

BUILDING A BETTER WEAPON !

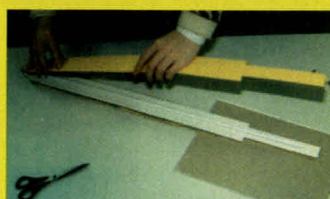
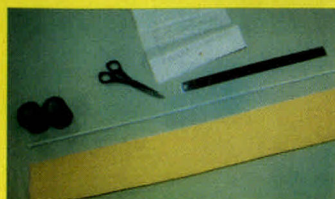
A warrior isn't much use to the party without something sharp and pointy, but in the world of Labyinthe you can't really go round killing things. So here is a step-by-step account of how to make-up the Labyinthe sword kit, (only £4.50 at your local dungeon).

1. THE RAW MATERIALS

2. CUT SHAPE OF HANDLE

3. ASSEMBLE FOAM AND ROD

4. ASSEMBLED !





about gathering up the rocks after my head had been made better by the man in white. He started howling and wailing and waving his arms around so I left him to it. I found a big bit of fur and put it on! But it made a loud noise when I picked it up and it hurt me at first. I figured this must make it VERY special fur indeed!

We moved on through another low cave-like entrance. In it were some strange creatures that smelled like they needed a bath. We hit them a lot but they kept getting back up so in the end we hit them and ran through. In the next room there were a lot of

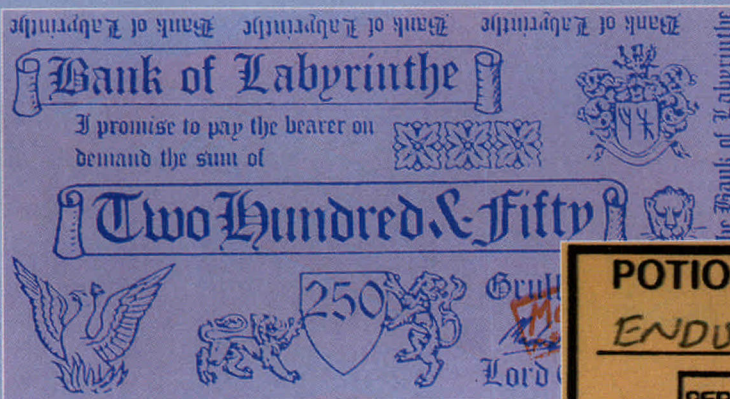


coloured circles and bits of shiny stuff sitting in them. The others started messing around with them but I knew that they were needed as jewellery so I started trying them on. They didn't agree and began moving them about in the circles. After a while they shouted and pointed. Where there had been a black wall there now was a doorway and we went through.

There were more red things guarding the way ahead but with a few more rocks and a bit of muscle we got past them. Now we faced a different challenge, a mud monster that had strange powers. Everyone seemed to find him scary except for the man in black, who

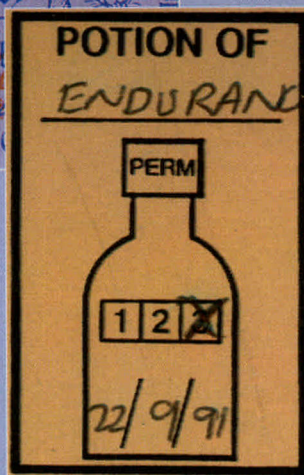
when I got over I heard noises. I responded by lobbing rocks at the sounds but the others told me that I was attacking my own friends! Oops.

After another disappearing black wall we found another cave entrance. This time there were howling things in it and I couldn't throw rocks because the ceiling was too low, so we went in two small groups. One group fought its way right through, with me in the middle, but the others got left behind. We found a very hurt man lying on the ground and we needed our magic man to make him better. Our magic man was back down the tunnel so I went in, facing the strange creatures in there, and dragged him out by his legs! He cured the man and we suddenly vanished, flying through space, back to the strange man with a mind-voice. He was happy with us and started handing out the green paper that these creatures find so interesting. I went home, happy with my furs, yet alone again in the mysterious world that is Labyrinthia, to await another mission.



went out to fight him. We explored, but found nothing exciting. Then we went and lay down again. I tried to explain that we should be doing something more useful but the others told me that we should be on our backs, so there we were. We started moving again and I wasn't as scared this time. Then we awoke in another, darker place. We had to climb out of a high entrance this time to progress. Some of them went ahead of me and

Unk! the Caveman



5. BIND EDGE WITH SILVER TAPE



6. COVER FLAT OF BLADE WITH SILVER TAPE



7. BIND HANDLE WITH BLACK TAPE



8. THE FINISHED ITEM!



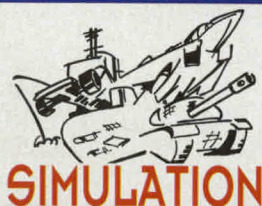
Wing Commander 2

Origin PC

Go gag on a furball.

Wing Commander was released just last October, and is still going strong, helped of course by the two recently released mission discs. This wasn't enough to satisfy Chris Roberts at Origin though. Eager to push design further in the direction of richness of gameplay, Roberts' team has come up with Wing Commander II.

Arriving on seven high density 3.5 inch disks, a play manual, Joan's Fighting Spacecraft and an installation leaflet Wing Commander II will dominate your PC. Loading the game



WC II develops the context of the action elements in the game, with the introduction of things like bomber and tail gun positions, instant replay abilities, and dynamic AI for the computer-run enemy ships. As you get better, they improve to match your abilities. Graphics have also been significantly improved (believe it!), with much finer definition in the articulation of the ships' animations as well as



that should be available as you read this, but just failed to make the press date. As with Wing Commander, Wing Commander II will be supplemented with 'Special Ops' add-on disks to extend gameplay even further. Although no announcements

Commander II has that magical ingredient that forces you to play yet another mission, chains you to the joystick and welds your backside to the chair. That is the sign of a classic game in my book. If Origin keeps expanding the story attached to this series, I could



will eat up around 1.5Mb of hard disk space, (if you don't have a hard disk - forget it). When the speech accessory pack arrives on the scene that total will increase by another 5Mb or so. Installation is a lengthy affair - even on a fast 386. You can spend around 45 minutes to two hours to install the game.

The plot to Wing Commander II has been improved since the previous game, (which, in itself, was pretty good). Now the dreaded Kiltrathi have a stealth aircraft in production - but this stealth actually IS invisible! The Confederation have no clue about this weapon so they blame...certain events (Well I can't ruin the whole intro sequence for you can I?), on your ineptitude. You are disgraced, court-martialled and sent down to some back-water station to - it is assumed - wile away the rest of your 'career'. But...

much smoother animation overall. That is, if your PC can handle the extra work. I tested Wing Commander II on a 20Mhz 386 - a computer that I reckoned to be 'hot stuff' not so long ago. How times change! My PC tended to handle the meanwhile sequences pretty jerkily. Combat sequences were okay, though. Although I can imagine that the later sequences - where the action really hots up with large, multiple ships on screen at once - will take its toll. Anyone who hopes to play this game on a 286 is in for a torrid time. A 20Mhz 286 might just do - but only just. It is games like Wing Commander II that will kill off the 286 - not the power databases and spreadsheets.

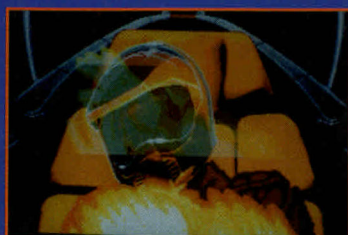
Digitized speech will be introduced in Wing Commander II for SoundBlaster owners, and will be further enhanced by Origin's planned 'Speech Accessory Pack,'



have yet been made regarding these extra disks. Most importantly, however, the unfolding story of war with the Kiltrathi takes a series of new twists and turns. It's uncanny, and pretty rare that a game will grab me to such an extent that it will become truly addictive. Up until games such as Kick Off 2, Red Baron and Wing Commander 1 that word was mere hype, as seen in many a glossy magazine. However, Wing

live quite easily with another ten sequels!

Paul Rigby



 97	 96	 96	 96%
Sonics	Graphics	Gameplay	AI



MAGIC POCKETS

M I N D S C A P E



AMIGA

These pockets were made for exploring and

If you were a cool Kid with bottomless pockets, I'm sure that you could think of better things to keep in them than toys? I know I can, (I wonder what my

if you can fit, and the next thing you know you'll be in the land of Magic Pockets. Once there you must help that obnoxious Brat retrieve all his toys.

The first level is quite straightforward; an appetizer for things to come. It's fairly straightforward that is, unless you walk into something nasty, for instance one of the giant snails or green blob like creatures. So how do you pass



girlfriend is doing right now), but alas this chap is only young and at the moment bereft of his precious toys.

So what is it you have to do, well not a lot really just get down inside your pockets, that's

safely by? Each time you want to kill something, you just have to press the firebutton to unleash a miniature whirlwind.

Once you have captured the nasty in the whirlwind walking into it will give you a bonus in

the form of a sweet. You can also use the whirlwinds to give you a boost to higher platforms.

You will find that in some places the way to go is not easily seen, don't let this fool you, you may have to knock down a wall first, you may even have to go through the ground on some levels, but that presents little difficulty to such a resourceful Brat.

There are also secret rooms that can be entered by picking up certain objects. If you happen to enter one, various goodies including more sweets can be found. If you have played the Bit Map's previous game Gods, you will have no problem getting the hang of things, the similarities are considerable.

EDWARD FOUNTAIN

As the game goes on you will find quite a few useful icons, in level one alone there is a bubble gum machine that will provide transport, all be it an unusual form, to higher platforms. Confused? Don't be, just stand behind the bubble gum machine and pull down on the joystick. Doing so will allow Brat to blow a bubble. You will also find facemasks that grant special powers, and my personal favourite the bike. When using the bike you can ride along splatting anything that you encounter. You'll normally find one near the end of a level.





It's fast, it's furious
and I couldn't
complete it.

You start your race running out of a cafe straight onto your Yamaha GP. Why? Well there is the minor matter of the enemy agents chasing you in Porsche 911's. There's no time to stop and admire the cars as most of these Porsches don't seem to have any brakes, so if one hits you, it will be at speed and believe me, it will hurt.

OUTRUN EUROPA

AMIGA

U.S. GOLD



Have you ever tried driving a Ferrari F40? Well let me tell you, it's not so easy to do when you're dripping wet, having just fallen from your Jet Ski. Plus the fact that most cars have a steering wheel and not a joystick like you and I have to use.

But my friends apart from needing a few advanced driving lessons I still managed to get pretty far, and with the windows open I dried off quite quickly.

Tearing down the road you just weave in and out of the cars, collect extra fuel and maybe a little extra time, avoiding the enemy agents as you go. For if you get too close they attempt to ram you off the road. Ignore the police cars, all they seem to do is flash their lights and annoy you with their sirens, although saying that, they also cut you up from time to time.

Upon reaching the jettie it's time to swap your wheels for skies as you take control of a jet ski. It's a lot more fun than the motor bike and a lot easier to control, although it does loose speed when cornering. This is no big problem, the only time you need to turn is when you are about to impale yourself on a rock.

The agents are still hot on your trail as well as a few Police boats and helicopters, to get rid of these just press the firebutton and let your missiles do the rest.

The levels don't vary that much, although obviously the vehicles and the surfaces that you race on do. The game is in no way dull or slow, OutRun was a great hit and know OutRun Europa is going to storm the charts as well.

EDWARD FOUNTAIN



LORD OF THE RINGS

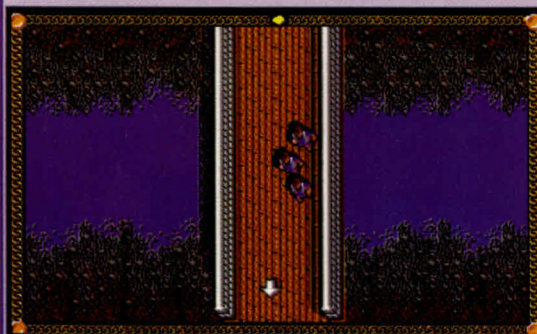
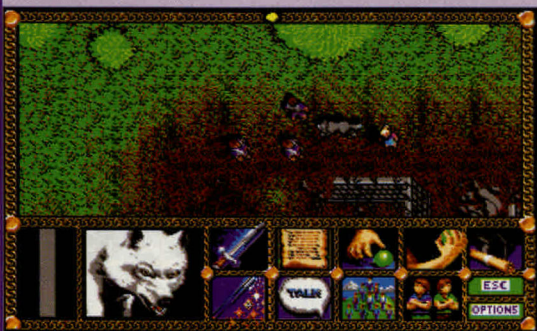
INTERPLAY

AMIGA

IF YOU LIKE LONG ADVENTURES THEN THIS ONE IS DEFINITELY FOR YOU!



After reading through 87 pages of the instruction manual, 6 pages of the Amiga reference card, and watching ten minutes of the intro, I finally got around to playing the game. It's a good job I didn't have to read the whole book or this review would never have been finished in time!



Lord of the Rings is a very complex game, with a lot of storyline behind it. So to cut it short, a creature called Gollum found a beautiful, yet evil ring

made by Lord Sauron. The ring was won as a prize in a competition of riddles, by Bilbo Baggins. Until now nobody has known just how much evil the ring possessed. It is your job to take the ring to Mount Doom where it was made, and cast it into the burning furnaces, where it will be destroyed forever.

The controls in the game are somewhat difficult to get used to, as there are so many things to remember. Each character has a number of attributes, which represent that person's abilities. These attributes can be used when and where they may be needed, by selecting the appropriate icon. New skills and magic spells can be learnt during the game, so long as you can find somebody to teach you (confused yet?).

The main introduction screen is very well animated, and the sound effects make you believe they will be just as good throughout, but unfortunately, the quality drops as soon as the game begins, leaving you straining to see what the screens

actually look like, and your ears eagerly listening out for any sign of sonic effects.

All movement is controlled by selecting icons with the mouse, these include talking, climbing, hiding and combat, (when you feel brave enough to face the enemy). You will find as you go along that people will speak to you, and your recruits, (if you have any). Listen carefully to what they have to say, as their words may give you clues that will help you on your journey towards Mount Doom.

I found Lord of the Rings to be a bit on the slow side, although if you are one of these people that

doesn't mind sitting in front of a computer all day long, pulling your hair out when you are stuck, then this game would be ideal.

RHONDA TURNER



When Mr. Bilbo Baggins celebrated his eleventy-first birthday with a party of special magnificence, it was the talk of the Shire.





SSI
PC

SHADOW SORCERER

Is this reality or am I still at work?

You should all know what AD&D is by now, but if you don't, well you'd just better wait until you are born, and be a very fast learner, (I wonder if you could rest a computer keyboard on a baby walker).

Who knows and who cares? There are a lot more important things to worry about, like for instance staying alive. Yes that's a good one; how on Earth (or wherever AD&D is supposedly

you can really get a feel of what it would be like to be standing there, you also have the advantage of an overhead view, this gives you a slight edge over your enemies, as you can often see them before they see you.

So what kind of Evil beings are there out there? Well some of the most feared are such things as the Kapaks; a draconian creature that stands upright at



set) can you expect to complete all the puzzles, and slaughter any creature that comes under the heading - foe, if you are dead?

I totally agree with you, you couldn't, so if you have not played any AD&D roleplaying adventure games before, and you are thinking of having a go, it's worth taking time to get the hang of it if you really want to enjoy yourself.

In Shadow Sorcerer, you lead a party of four - well I wouldn't really call it a party, more like going to your own funeral if you're not careful. All the rooms/terrain that you must explore, are drawn in 3D so

a height of about six feet, and uses it's own venom to poison it's opponents.

By far the most feared creatures of all, have to be the dragons themselves, they can wipe out a whole party in one whiff of their fiery breath, only if a member of your team happens to possess magical powers will you be able to make your escape.

Amidst all the exploring, monster bashing and thought provoking puzzles this is quite a nice variant on the AD&D theme. The multiple parties is a new twist as is the scale of the task, this is not so much an adventure but an all out war.

EDWARD FOUNTAIN





THE ADVENTURES OF ROBIN HOOD

MILLENNIUM - AMIGA

It beats a paper bag.

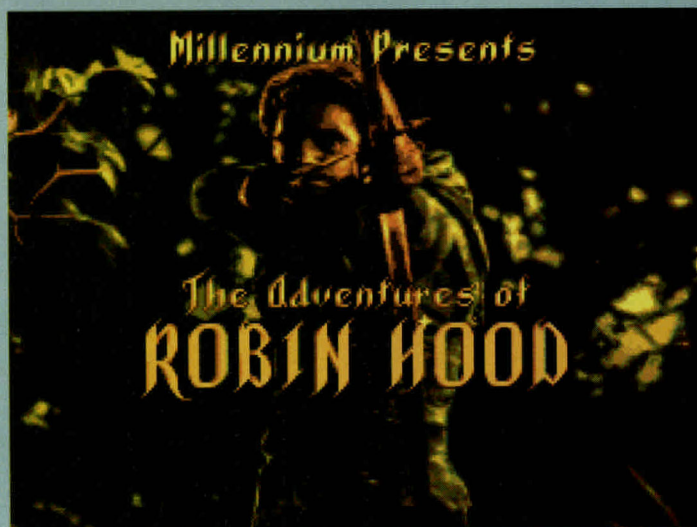
Back in the hazy realms of history, there is a legend of a mere human whom single handedly practised the art of Communism. He practised his art in the style of a real hero, by robbing the rich and giving to the poor. Using this method he managed to redistribute the surrounding area's wealth, but in doing so he made few enemies. If it wasn't for his courage, wit and amazing accuracy with a bow, Robin Hood would surely have perished in vain, and an awful lot sooner.

You and you alone must take the role of Robin, unfortunately his status has been reduced to little less than that of a peasant at the point in which you take over. This is due to his castle being nicked by the evil Sheriff of Nottingham. You must win back the faith of the population, by wandering around a three dimensional terrain, killing the odd Sheriff's henchman, stopping dragons from terrorising the populous, giving to the poor and robbing the rich. Eventually the people's confidence in you will once again build, as indicated by a small stripe to the left hand side of the screen. When this stripe is complete and blue, it is time to make an attack on the evil Sheriff himself.

Robin is controlled by a series of simple to use icons. These

come in the form of four arrows which control Robin's movement, a sword and an arrow which are used to dispose of the many nasties you

you have the upper hand and can counter any of Robin's spontaneous reactions. Doing so is not always a good idea because Robin being a heroic



come across, a pair of lips for communicating with your fellow creatures, a heart for a little adrenalin for that turbo boost in times of need and finally an eye to survey the terrain ahead.

Thinking that you are in complete control of Robin would be a fallacy. Robin reacts to his surroundings without warning or prompting on your behalf, if he hears a maiden in distress he will run to the rescue with no regard for the danger involved, or your previous commands. Fortunately

character will never be carrying out any evil expeditions, only dangerous and foolhardy ones.

Totally original games are few and far between these days, even Robin Hood bares a slight resemblance to the all time classic Populous, (same style view but the gameplay is not even slightly similar). A great game, but not for those looking for the fast and furious action as found in the film, which has nothing to do with this game.

Simon Dale





ProFlight, as far as genre goes, can be placed on the shelf alongside the likes of Flight Simulator 4 and ATP. What HiSoft is pushing, is the flight dynamics of a Panavia Tornado rather than a 'game'. The ProFlight manual is not as impressive, as far



a great source of disappointment in a simulation that advocates realism and accuracy as it bares no relation to the real thing. In addition, the

allow the user to maintain true airspeed set by the pilot. It is a boon during landing. Other flight instruments include control surface indicators, angle of attack and DME (distance measuring equipment).

Combat, while satisfactory is as indicated above, secondary to the main purpose of flight. However, you can still plan the mission using a variable waypoint system by toggling to the waypoint map. Eight waypoints can be selected, precise measurements are recorded for each. The selection of the waypoints was found to be a little unwieldy and jerky. Actual missions are

PROFLIGHT

Flying up a storm

H I S O F T



A M I G A

as presentation is concerned, as Red Baron, for example, which has more gloss and pizzazz. However, as far as providing the necessary information in a logical manner and in great depth is concerned, then this manual is second to none. It is a pity that the loose-leaf sheets that will be encased in a hard-backed ring-binder did not arrive pre-fitted though. In real life there are two Tornado aircraft types - the Strike aircraft [the GR1] and the Air Defense Variant [the F3]. Differences include contrasting radar types and weapon complements. HiSoft have appeared to have compromised, mixing the two types into a sort of generic Tornado.

First impressions of ProFlight are not terribly good. The graphics are rather old fashioned and, although solid graphic shapes are present on the ground, they are basic and infrequent. Sound is palatable, there is a satisfying welling of power as the engines roar into life during take-off.

All of the commands - and there are quite a few - can be accessed via a basic, and not too presentable, drop-down menu. Just about any aircraft control and simulation feature can be toggled on/off for

ultimate tailoring. You can inhibit crashing, initiate a bank limiter to prevent banking in excess of 60 degrees plus a similar command for pitching. There are a variety of demo and view options along with game-world selections to introduce night-



time with or without stars, have a grid/spot overlay onto the ground terrain, initiate autopilot/rudder, etc. The cockpit display is, unfortunately,

HUD is far smaller than either the actual GR1 or F3. During flight you have three

control options: mouse or digital joystick/mouse and analogue joystick (undocumented but present in the menu).

The flight model is sound enough with all of the aerodynamic laws being obeyed. The one feature that really did impress was the auto-throttle. This is a wonderful piece of kit. Split into three modes, the auto throttle varies the throttle setting to

unimaginative - providing more of a vehicle to test flight expertise than anything else.

Unfortunately, although ProFlight has a decent flight model it is not a Tornado simulator. Flight is too unstable at low levels, target acquisition during combat took far too long and the cockpit is a work of fiction while the HUD is too small. In addition, as a game it fails miserably on all fronts. So what is left? Well, the flight model is fun to mess around with, especially with the multitude of options. However, knowing that one is not flying a simulated Tornado takes the shine off it.

PAUL RIGBY



84
Sonics

70
Graphics

68
Gameplay

All

60%

GATEWAY OF THE SAVAGE FRONTIER

SSI C64

Secret of the Silver Blades, Curse of the Azure Bonds, Pool of Radiance, Pools of Darkness, Champions of Krynn, Death Knights of Krynn and now Gateway to the Savage Frontier. These seven games seem to have more than a few similarities between them. In actual fact if you've seen one you may as well have seen them all. Yes you do meet different characters wandering around different terrains, even the graphics vary slightly from game to game, but

the structure of these roleplaying games is basically the same.

In this particular variation you are expected to be the Hero of the minute and, as usual save the multitude from their bloody deaths at the hands of the Orcan sword-wielders. You start the game in one of those 3D castle like mazes, which all who have played SSI games of this type will be far too familiar with.

The maze is negotiated by a set of four directional keys, which have been placed extremely close to each other in the centre of the keyboard. Those of you with hands larger than those of a five year old will probably become a little irritated by this.

Although to avoid their otherwise imminent death it's possible to flee in a veritable multitude of eight directions.

The movement system in combat mode proves to be the most infuriating I've ever come across. Using eight number keys to move in obscure directions, which seem completely unrelated to the place of the key.

Although the C64 is limited compared to the ST, Amiga and PC machines, SSI roleplaying games always appear virtually the same on all formats, (including the 64).

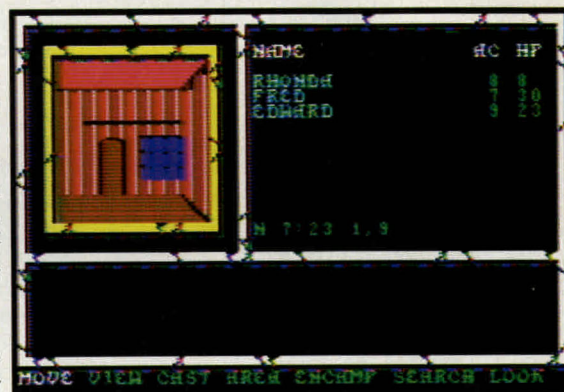
The only essential item needed is a disk drive. So if you own a 64 and are not bored of this endless

realm of roleplay games. Gateway to the Savage Frontier could be the one for you.

Simon Dale



Each of your six adventurers can withstand a certain amount of physical damage, before turning into a skull and crossbones symbol and ending their useful existence.





SUPER

U.S. GOLD

Better than the real thing

CRAZY CARS II AIRBORNE RANGER

The crazy bit is you, and that's not just for playing the game.

If you have ever thought of stealing a car and going joy riding, and you don't have a clue how to drive, well forget it. Just sit

down and have a go at Crazy Cars II, it's just as dangerous, just as destructive and in this simulation you only lose the game.



Yes, now you can go crazy behind the wheel of a brand new Ferrari F40, that's if you can control the dammed thing. If the slow response of the steering wheel doesn't get you the police cars will. If you want to know why? Well I'll tell you. There you are burning down the highway at speeds over three hundred miles an hour, when your friendly copper decides he wants to ram you off the road, or more to the point blow you up. I personally wouldn't mind except for the fact that he always escapes unscathed.

But my friends don't let this stop you, with a few more F40's to go and a few more



lives, you can be back on the road in no time. Once you manage to get around all the police cars, you will reach the border of the next state. Here you may find it easier to go around the barrel like objects in the road rather than through them, but beware if you stray from the road too long, your F40 will spin out of control and you will end up as the Sunday roast for the Vultures, not a nice thought.

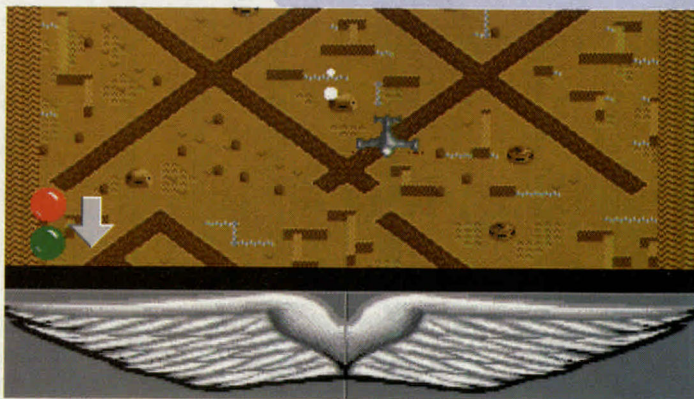
A soldier's lot is not a happy one.

Well I have to say it is different, in this one you are a soldier with a variety of missions to complete. With me in every mission I picked I failed miserably, but then I always wanted to be a train driver, so laugh if you want to.

So what went wrong, well to be honest who knows, I choose all the things I thought would come in useful. I picked the easiest missions, ok so when I was flying over enemy lines I dropped my supplies and myself miles from the intended location but I was willing to walk, and with a few grenades and a LAW rocket I didn't think anything could go wrong, but everything did. So I decided to give up and write this review instead. Don't get the wrong idea, Airborne Ranger is not at all a bad game, if you give it a few goes you are bound to get better at it, unless of course you're like me, you would be better of deserting to the German side. Now thinking about it, they would probably loose with me on their side, but then again it's only a game so who cares.



So here is a quick summery, if you're a bully, a masochist or just stark raving mad, this could be just what you have been looking for. But on the other hand if you have no sense of direction, and would rather get things over and done with, without giving it any thought, well my advice is to give this one a miss.



SIM PACK

A M I G A

and a lot more compact!

Games

79



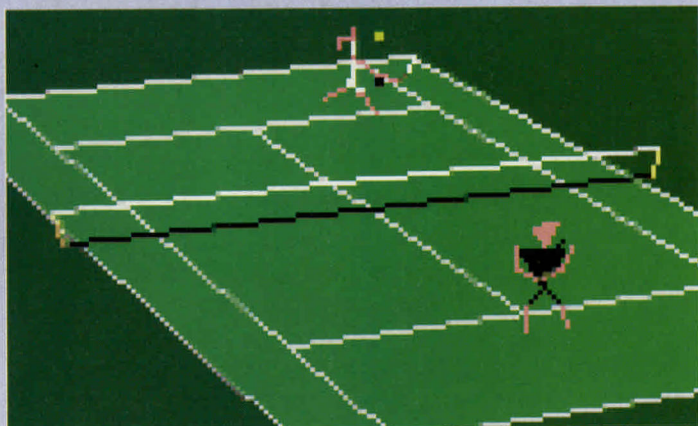
INTERNATIONAL 3D TENNIS

Too much love and not enough bullets.

Not being a great fan of tennis I really wasn't looking forward to playing this one, but I have to admit I really enjoyed it.

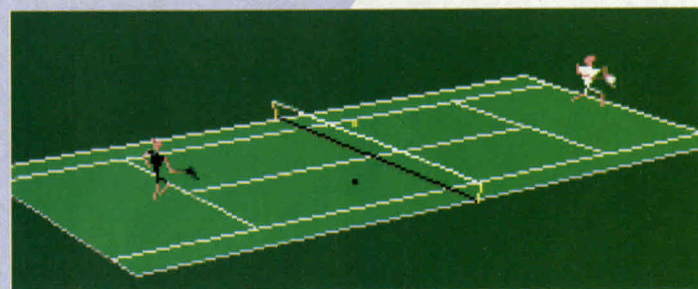
On starting you have the choice of where you want to play in the World, and in which tournament. Controlling your player does take a little bit of getting used to, but once you get it right there isn't really that much to it.

The sound effects are good, if you weren't looking at the screen you would think that you were listening to the real thing. You also get to see the score board after every game, and the Umpire is also very



informative and the sampled speech I have to say is very good, it is one of the things that really sets the game off. It's just a shame that the 3D graphics are not up to the same standard.

So whether you are a great fan of tennis or not, International 3D Tennis, is most defiantly worth a look in, and good fun to play, even with it's poor but reasonably fluid graphics.



ITALY 1990

The art of booting bladders.

Football, now there's a sport I hate. A load of men kicking a piece of inflated cow skin up and down a field, and having a punch-up when they get tripped up, and things like that, or in Gazza's case a good old cry. And why not he gets more money for crying than most players get for kicking the ball.

Again despite prejudices I



really enjoyed myself. Choosing England as my team and selecting all the best players, I was able to beat the opposing team, (France), 5-2.

And as for the fuss you get made of you when you score, well what can I say, when the word goal comes up on the screen in great big orange letters, well it kind of makes you feel good inside.

Controlling your players is a simple case of pointing the joystick in the intended direction of travel and pressing the firebutton to kick the ball. Pretty much standard but the control in Italy 1990 is better than some I could mention. You get to see some great shots from different angles, and with the good no nonsense graphics, it's quite entertaining.

EDWARD
FOUNTAIN



HITS

2

THALAMUS C 6 4

CREATURES

They're here! After crash landing in the pacific ocean, the Fuzzie Wuzzies (!?) discover a deserted island, where they try to build a new life for themselves away from their home planet. Disturbed by the noise on the far side of the island, some angry trolls attack the creatures and capture all but one - you - Clyde Radcliff.

The Creatures are locked away in a castle on the far side of the island, and it is down to you to rescue them before it is too late. During your journey to the castle you must collect some funny looking monsters, which are later exchanged for magic potions in a shop owned by a witch. However these monsters are often closely guarded so you must fight to collect them.

The joystick control is easy once you get used to it, although it can be difficult at times to get to certain ledges. One thing that I found to be annoying, and a thing to watch out for is that



once you have passed a certain point on the screen you can't return. Creatures is a very enjoyable and addictive game. You learn right from the intro how comical the Creatures are and how good the graphics will be. The sound effects and music speak for themselves. If you enjoyed playing Ghosts 'n' Goblins, then this one is definitely for you!



SUMMER CAMP

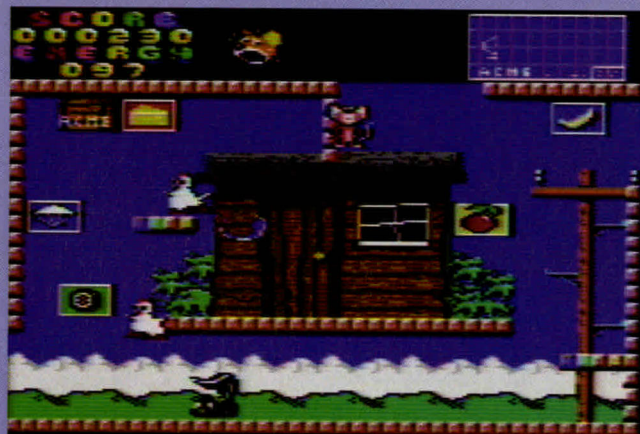
First there was Tom and Jerry, then came Speedy Gonzales, now we have Monty, yet another heroic mouse. Accompanied by great cartoon style graphics Monty is in search of a new flag to replace the summer camp's 'Stars and Stripes' which has somehow gone missing. He is bound to get the blame for it's

loss, and there are just 24 hours left until the camp's opening ceremony. It is down to you to find a replacement, and quick!

The best thing to do is to find Monty some transport, because being a mouse, travelling over a short distance can take an eternity.



Summer camp is a very lively and fun game to play. When you are not being chased by farmyard animals, it is your job to collect ACME boxes that will help to build Monty a faster mode of transport. The music is well placed for the type of game, and the



effects are about average, but the enjoyment of splatting chickens and flies makes up for that! There is a bonus round after you have conquered level one, from which you can get thousands of extra points. I found it very difficult to figure out the game as there are absolutely loads of enemies, but if you are into all this shooting-up then you should get the hang of it pretty quickly. The joystick control is a letdown at times as it can be difficult, but in general, Summer camp is definitely worth a bash.



RETROGRADE

Surprise, surprise, yet another one of those games in which you are the only hope of saving your home planet. The battle is on as seven different alien forces fight it out to see who can gain control over the most planets in a certain solar system. Your planet is next, and you have no choice but to

busy watching your enemies to see where you are going. The things you do have to look out for though are energy decreasing traps,



volunteer yourself for the job of saving it, and conquering all evil (Heavy stuff!). There are seven main nerve centres during the game, and you need to destroy each one with the help of expensive weapons which you can buy as you go along. Some of your weapons will fire in any direction you choose, when you can actually afford them.



Thalamus have added plenty of fire-action to this one, possibly so much that you wish you had three thumbs to fire with! The graphics are reasonably good and for once the joystick controls are easy to handle. There is horizontal scrolling throughout, which in this case is good because you are too

which are often easy to miss. Once you have enough credits to prime a planet buster, (provided you have one) you may enter a nerve centre and attempt to destroy it. This is definitely a game for those who enjoy plenty of action!

SNARE

Now here's a game for those with plenty of patience and split-second joystick control. The story tells of some rich guy, who, a few years before his death had a maze built in his garden (he was one of the three richest men in the world so it was one big

a hovership armed with only a plasma cannon for protection.

There are twenty different areas to travel through, each holding its own secret traps and switches, which can be used to your advantage at certain points of the game.

Beware! Some of the squares will send you in all directions.



garden!). It is said that just before he died, this guy, Andre Thelman, entered the maze one last time and left one of his most valuable possessions there. A few years on, cameras were installed as fortune hunters entered the maze in search of wealth and happiness, but until now nobody has returned from what is now called the SNARE. Each challenger enters the snare in

As you flick the joystick to change direction, the whole screen will do a 90 degree turn, so take time to get used to the sudden changes, or you may find yourself meeting Andre Thelman!

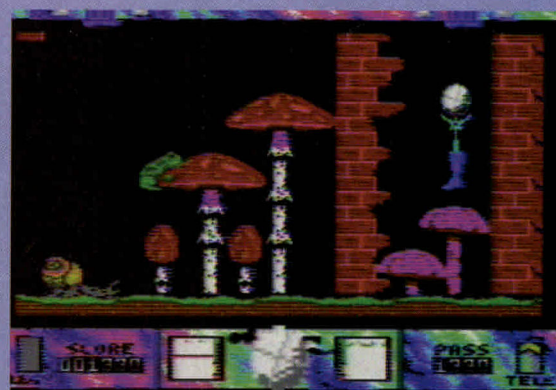
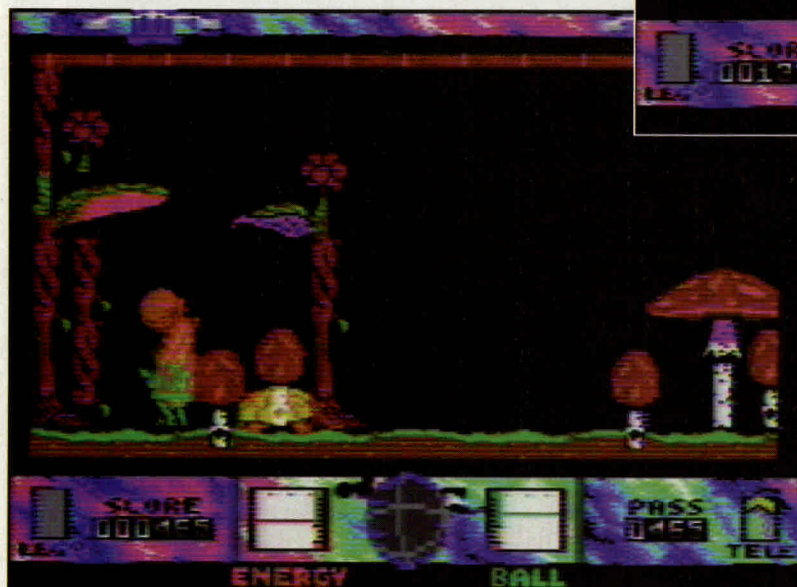
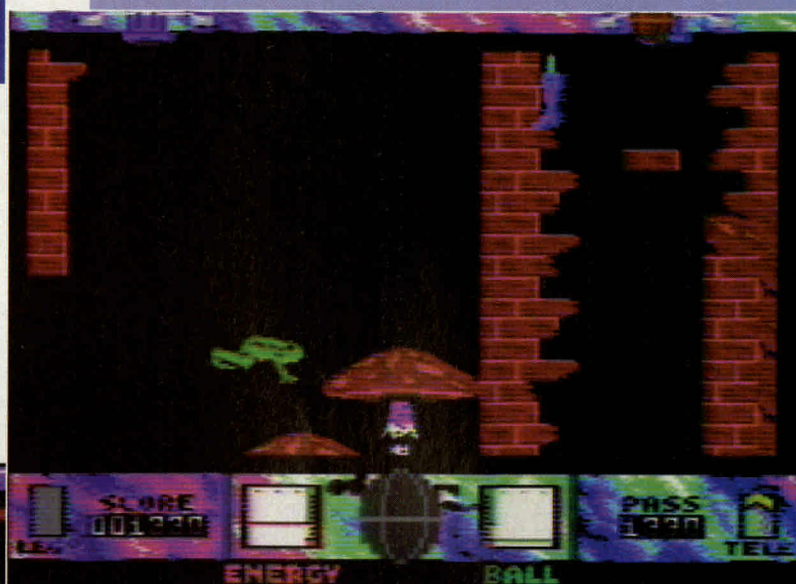
The graphics are good, but it is a shame there is no music accompanying you on your quest, as it gets a bit dull and drab at times.



HEATSEEKER

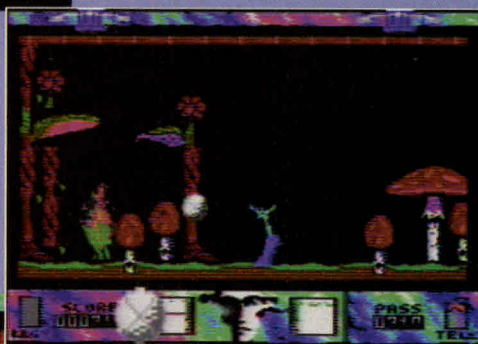
In every games pack, there is always one game that lets the side down, and to me this is it! The one game that I just could not get into. The general idea is very original, as you play the part of a leg, would you believe, with a ball on top! The idea is to bounce, or

world of smog and pollution, and restore the plants to their former selves, restoring vitality to the land, and common sense to the people of the planet Tantris. Your enemies (snails, ants etc,



hop as it may be, around the screen draining energy from zeal flames, and feeding it to the special flowers of Nem. The flowers once opened will rid the

who look like something out of granny's garden), drain the leg of precious energy which can only be replaced with energy from the ball.



m o d e , personally I thought it was a load of rubbish, I mean how many people can actually say that they'd enjoy hopping around and throwing their balls into hot

The joystick control in general is pretty easy until you release the ball probe, then it just bounces all over the place, before you can catch it again.

flames? I know I wouldn't. But then I'm sure if there is somebody out there who feels they might enjoy it, be my guest - hop along to your nearest shop and give up some dosh!!

Heatseeker is a one player game with no continue

Rhonda Turner



All 80%



52
Sonic's

73
Graphics

62
Gameplay

All 68%



ELECTRONIC ARTS AMIGA

Gun in hand prepare to leap, jump and clamber into the fray.

If you're looking for an action packed game that involves a lot of running around and jumping, take my advice and have a go at Zone Warrior. If that's not action packed enough for you, well you might as well chuck your computer out the window, because as far as I'm concerned it's wicked.

As Zone Warrior it's your job to stop the evil Geeks from destroying the Earth's past, after some wally let them steal a time machine. Don't be put of, there are also quite a lot of women that you must rescue as well, not forgetting Ug the inventor of the wheel. You have to be fast as all this has to be done before time runs out, literally.

You start back in the prehistoric period in about 8375 BC, armed with only a single shot blaster. You can upgrade your weapon a little later on, to such things as five way shots, mines and a flamethrower, you can also collect small icons that boost you weapon's power and an icon which boosts your speed.

To help you find your way around the land, you must collect all the pieces of the map which are scattered around the dinosaurs domain. Doing so prevents you from going through the same places more than once by mistake, because if you've seen one prehistoric landscape you've seen them all.

When clearing a certain area you must be careful where you stand, as some of the platforms



disintegrate when stepped on. To get over some of the more tricky bits vines can be clambered along to reach a safer destination.

By collecting keys you can enter a Geek commander's armoury room. Here you will find what is known as an X-BOMB. This can be used on a Geek Commander, and once you hit him with one of these you will find the commander a lot easier to kill using your limited Earth weapons.

If you can do this you should have no difficulty in saving the World from disaster. Not the most original game ever released but it does present a challenge, one packed with constant if repetitive action.



EDWARD FOUNTAIN

Games

83

ZONE WARRIOR

MAD TV



SIMULATION

RAINBOW ARTS PC

Don't jump, it's only a job.

Greetings, smile broadly, welcome to MAD TV. Still here? Good. You've got the job.

And so begins a tale of unrequited love and viewing figures. It's not a bad job, it's a terrible one, but someone's got to do it. Besides there's this cute little blonde on the top floor, if only you can impress her with your statistics.

As Archie, the new program director, you must take control

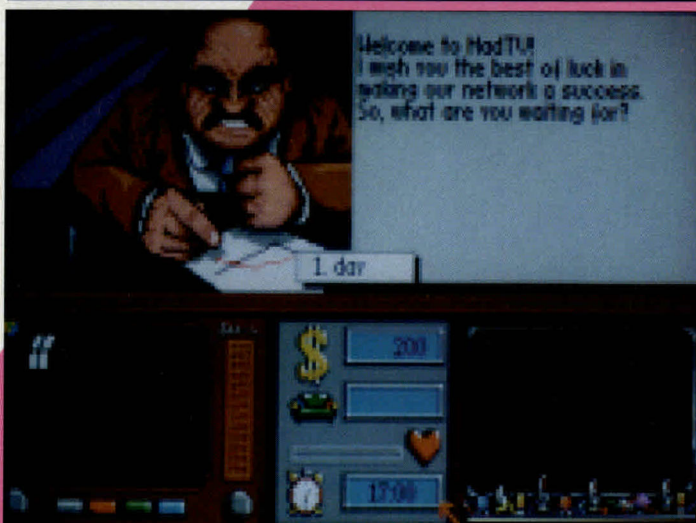
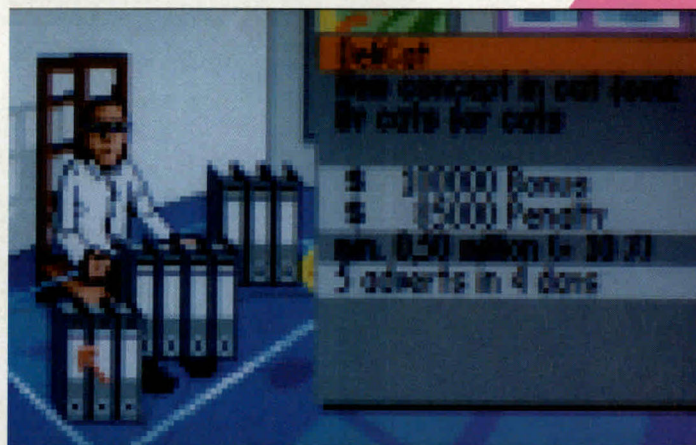


of the daily television viewing. This presents several problems, you must make the programs interesting enough to increase viewing figures, whilst maintaining a high level of

Buying and making programs costs money and that is the second major problem.

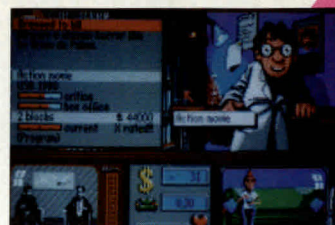
To increase your revenues you need advertising. This costs nothing to obtain but it does place you under certain obligations. Some advertisements needs minimum viewing figures and can only be shown with certain types of program. Finally all ads need to be shown (with conditions adhered to), a set number of times within a certain number of days. Once you accept an advertisement you have to fulfil the contract or face a stiff penalty.

The fun begins when you have to implement your plans. Throughout the office block there



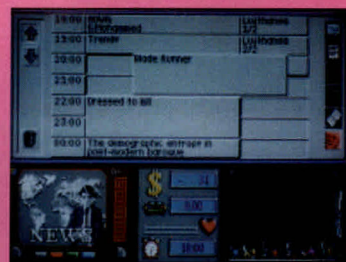
cultural viewing to keep Betty (the object of your desires), happy. Of course the two don't go hand in hand so a good balance needs to be achieved.

are many companies you can visit, (including two rival TV stations), each offering its own challenge. You can visit the script writer for one time shows or a series for production in

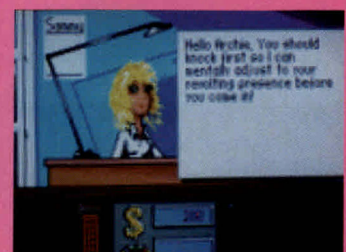


your studio, (you also need to pay a visit to the supermarket where you will find all the unemployed actors). The advertising agency - obvious, film studio - you buy your blockbusters here, and Betty's office.

If you appease Betty's viewing appetites she will then aid you in your quest by handing over the master keys to the building. This means you can enter the offices of your competitors and fiddle with their schedules, (get



caught and you get more than you bargained for, namely a black eye and a rather hefty fine). Other dirty deeds include checking with the porter to find



out when the censors are paying a visit to your film library and switching the signs in the lobby so they visit your rivals instead.

All the action is accompanied by some rather tasty VGA graphics, many animated. Although why the film library assistant turns into an alien on occasion is beyond me.

Adrian Pumphrey



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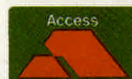
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MEGAFORTRESS

MINDSCAPE

Not a rock
lobster



The Iraqis had enough to worry about while taking on the whole World, the last thing they wanted to contend with was a 200 ton updated version of the B52 in the form of the Megafortress. Yes you, encased in this monstrous murdering machine must first go through a large number of training missions, and then try your hand at kicking Iraqi butt, or even a Soviet or two.

The Megafortress has the same sluggish control as it's B52 shell. But when you start talking weapons and tracking systems, the Megafortress is ahead of the field. With radar absorbing fibersteel skin, jamming equipment and a huge capacity to hold tons of weapons, we are talking real killing power here.

Six people would have been needed to control the plane in the real life, but due to the wonders of modern technology you can now take the role of all six as you flip through the various screens allocated to them. The pilot and the co-pilot have most of the control between them, but are not essential once airborne. This may sound strange, but as the megafortress is



essentially a bombing craft, few complex manoeuvres are needed. It's best to set the autopilot as this will keep you on the flight path given in the mission briefing.

At first the game appears to run quite slowly. This is due simply to the sluggish speed of the Megafortress. This means it takes hours to



carry out your missions, unless you set the time to a warp factor of up to five. Which is a good idea when flying long distances.

Air combat between two opposing aircraft rarely takes place. As the Megafortress is not equipped for such battles, so your flight paths have been carefully planned to stop you from running into huge squadrons of enemy fighters. Sometimes you may have to destroy a few while on a bombing mission.

Graphically for a PC flight sim Megafortress does not quite come up to scratch, this is apparent only in the scenery, which most of the time looks a little empty and colourless.

This is countered by the smoothness and quality of all crafts, which can be viewed at from so many different angles. Megafortress is an extremely complex flight sim, which is surprisingly user-friendly compared to some I could mention.

Simon Dale



IMMORTAL

ELECTRONIC ARTS PC

If you can't hack it, Fireball it!



Ever since the beginning, when humanity crawled out of the slime and began to think, people have told of strange magical places and magical beings, but it may soon be your turn to face and use these strange powers, as you are whisked off into a strange and magical dungeon-like maze.

you are going to face you decide to plod on.

On opening a door to another room, you find yourself confronted by a large goblin, who definitely doesn't want to ignore your presence, (Great, you've only been there two minutes, and already someone

wants to make dog-food out of you!) but when it comes down to fighting, it's more boring than hard - you always win, unless you stand there and let yourself get hit. It is done very well, you and your opponent appear on the screen



Once you are inside, you find yourself in a small room, an image of a man's face appears in a candle flame and assumes that you are here to rescue him. Ok so you are, but you would at least think he could get your name right, but being held a prisoner in a place like this he's bound to get a bit funny in the head. Unsure of the dangers



with your energy levels beside you, given a bit of blood it would be a lot more entertaining.

After you have fought the different creatures, you may search them by standing by their side, if there is anything on the corpse, you can take it for your own use.

For example, you will find such things as money, maps, keys, spells and so on, each of which will come in handy at some stage or another.

You will also meet some people that you won't have to fight, who will be more than willing to give you hints and tips on how to stay alive, and even perhaps, an object to help you with your quest.

One of the great things about Immortal, is that you view your character from above, this gives you the advantage of being able to see around corners, but then the game is not far from great anyway, and if you want to restart on the level you died on, it's just a matter of entering the level certificate.

**EDWARD
FOUNTAIN**



40

Sonics



85

Graphics



87

Gameplay



All

90%

RPG.

Reach for the stars and grab those goodies.

strongly resembled a board game.

As you may already know the universe is split into thousands of separate galaxies, these are then separated into a number of solar systems. This is how it also works in the game. You might want to fly around the solar system of your choice, orbit or even land on any planet in the vicinity, the

STARFLIGHT 2

ELECTRONIC ARTS AMIGA

After playing the Megadrive version of the original Starflight game, I couldn't wait to get down to some serious exploration in this supposedly updated version.

The initial space station section didn't put me off, even though the graphics looked like something you would find in the C64 budget section. Under the impression that improvement was the only way forward I eagerly began to train and assemble a crew and beef-up my ship's weapon system, I bought a bigger gun.

The airlock was open and the only thing between me and the vast depths of space was the copy protection. After fumbling with the map of the known universe I found the answer, (not to life but the copy protection). The huge build-up to what I expected to be a great game was shattered when I saw the pathetic graphics and experienced the useless control method.

Moving your ship around the universe is done by placing the mouse arrow in your chosen direction of travel and clicking. This gave the feeling that I was not actually travelling through space at high speeds but playing on something that

choice is your's. It is usually a good idea to scan a planet before landing, otherwise you could implode under immense pressure or be attacked by a large gathering of hostile aliens. Or you could head out into the silent depths of the void and run out of fuel, an expensive proposition.

Making cash in order to equip your ship to the highest standard is done in three different ways; finding a planet inhabitable by your race for a huge cash reward, mining an alien planet and selling the minerals back at the space station or trading between groups of aliens.

It is even possible to have conversations with alien life forms, but only if they comply. This is where having a good communications officer comes in useful, as having a chat with an alien whom only speaks in digits is not much fun, (a good communications officer can act as a translator).

I was slightly disappointed that Starflight 2 was not even up to the same standard as the Megadrive version of its predecessor, (also reviewed in this issue). But the interest level is still pretty high if you like this sort of game.

Simon Dale

PERSONNEL

File # 1	Next	Previous
dale Vitality: 100% Skills: Race: Human Science : 50 Durability: 6 Navigation : 30 Learn Rate: 9 Engineering : 30 Communications : 30 Medicine : 30		
Type : Mammalian Avg. Lt. : 2.0 M Avg. Wt. : 80 KG		
<input type="radio"/> Human <input type="radio"/> Thrynn <input type="radio"/> Android <input type="radio"/> Velox <input type="radio"/> Elowan		

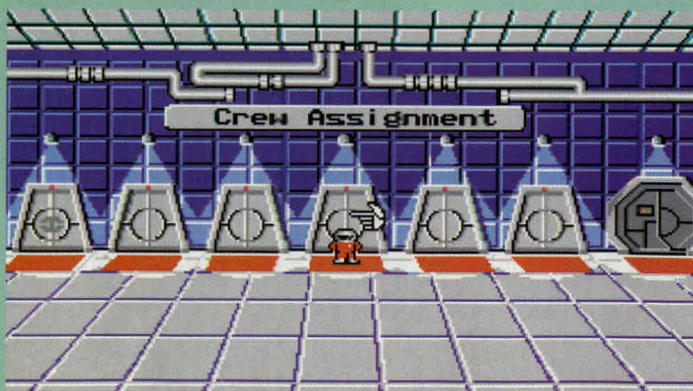
26	93
	
STATUS DATE: 01-22-01-4639 DAMAGE: 0% CARGO: 56% ENERGY: 137.8 SHIELDS: UP WEAP: UNARMED Statement Question Posture Terminate	
<input type="radio"/> Communications eddie Weapons disarmed. TRANSMITTING: We are a peaceful exploration vessel from Arth. Please do not harm us, oh most High and Mighty.	

ICON KEY

	Large Producer
	Medium Size Producer
	Small Producer
	Worm/Snake-Like
	Bilateral No Legs/Tentacles
	Bilateral Monopodal
	Bilateral Bipedal
	Bilateral Tri/Quadrupedal
	Bilateral Multipedal
	Radial No Legs/Tentacles
	Radial Monopodal
	Radial Multipedal

Click Continue

15N x 118W	STATUS
	Date : 02-01-4639
	Energy : 99%
	Effic. : 99%
	Cargo : 0% full
	Ship : 1 Km NORTH
CREW VITALITY duncan.....100% dale.....100% mark.....100% adrian.....100% eddie.....100% paul.....100%	
<input type="radio"/> Embark It is clear.	



45 41 74 All 67%

Sonics Graphics Gameplay



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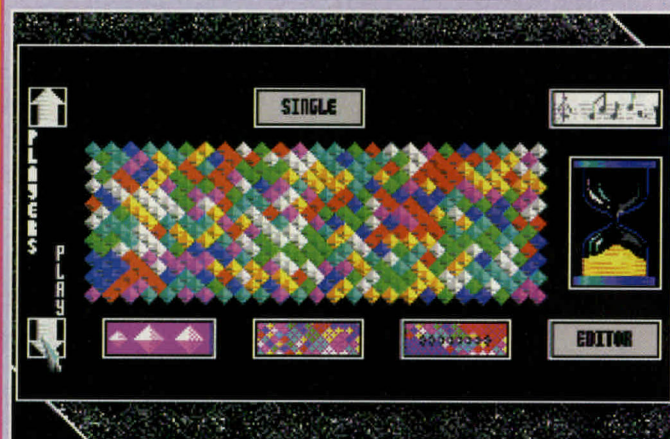
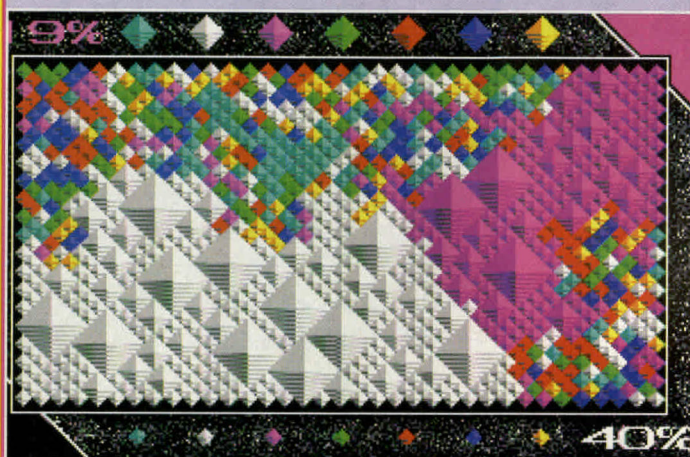
S

INFOGAMES

AMIGA

DIAMONDS ARE A
GIRLS BEST FRIEND.

the screen, you in the bottom left corner and your opponent in the top right. The objective of the game is to capture a set percentage of the screen. To do this you must capture diamonds by changing the colour of your diamonds to match those



Combine high level strategy with quick reflexes in a war of colour, and see if diamonds are your best friend.

Gaining a controlling interest of an ever changing field of diamonds may sound easy, but when you sit down to 7 Colours the tension will soon begin to mount. 7 Colours is a strategy game with a difference, and one that is easily addictive and bound to have you glued to your seat in anticipation as you wait with baited breath for the computer to make that one mistake that will open your way to victory.

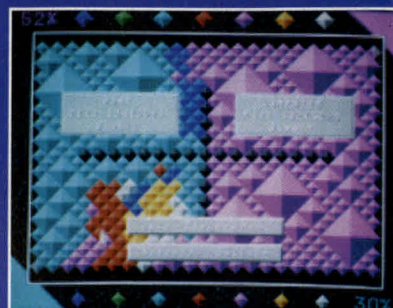
You and your opponent start the game in opposite corners of

surrounding them, this will result in the matching diamonds being captured. Sounds simple doesn't it?

There are many options that you may choose from, such as placing walls in certain areas of the screen to make things a little more complicated for both players, as you control the options this can be used to your advantage, as a wall in front of your opponent is bound to make things a little tricky for the computer.

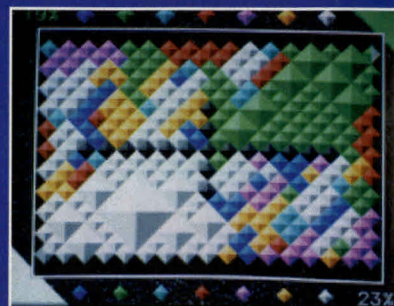
Fast, strategic action with rules so simple anyone can play, although winning is a different matter.

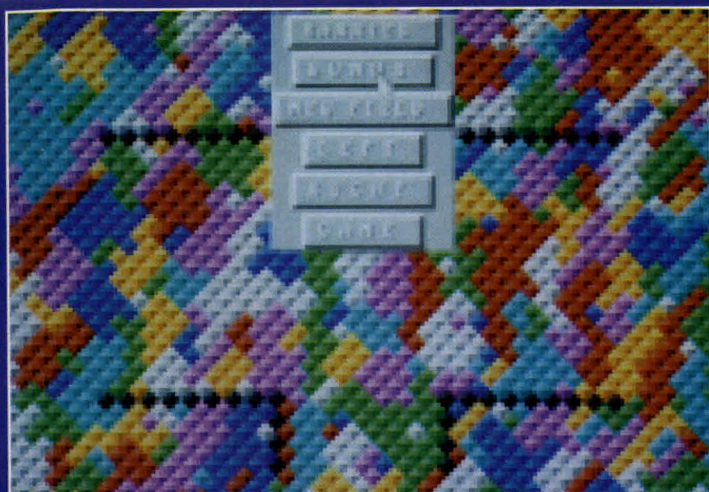
PC

PROGRESS WITH
FLYING COLOURS.

A puzzle fan? Up until now the only addiction you could find was Tetris and its many clones. People are now perhaps tiring of the limited Tetris clones. 7 Colours gives the same kind of fast moving, fast thinking puzzle action but offers a totally new challenge.

Starting in the bottom left had corner of the screen, you must change your initial diamond colour to that of the surrounding diamonds. Doing this will add to the diamonds you already hold, the computer starting in the opposite corner will also follow the same procedure. Thankfully your opponent cannot change to your own colour, this can be turned to your advantage by changing to his surrounding colour in order to stunt his growth. A mixture of building your own diamonds, and preventing your opponent from doing so is needed to gain fifty percent of the board and win. Those who like to ponder their decisions be warned, both you and your opponent have a time limit in

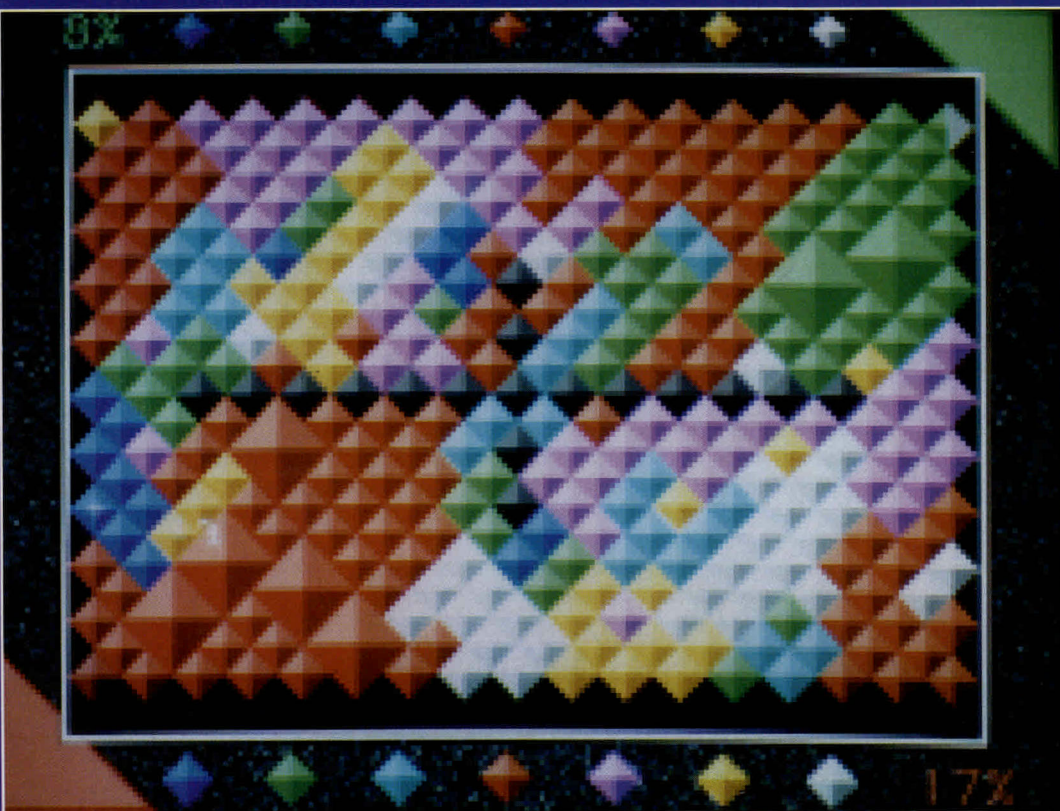




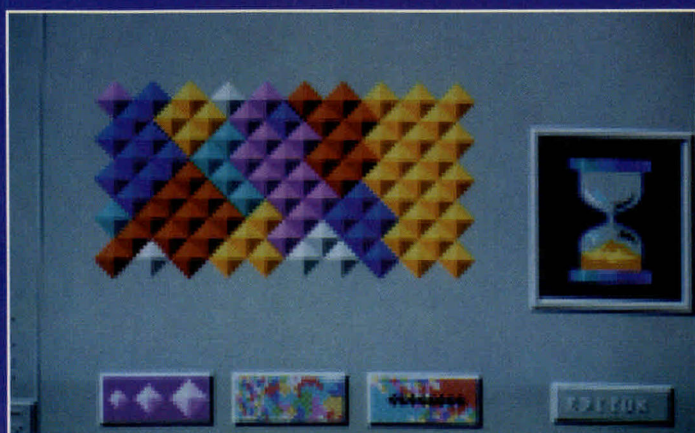
which to make your moves. If either of you break this limit the move will be forfeited. For those whose reactions are not what they used to be it is possible to change this limit to suit your own requirements.

Thinking the time limit and your opponent are the only two factors which will hinder your progress is a fatal mistake. When you progress to higher levels, you'll come across black lies arranged in predetermined patterns. These cannot be crossed, so laboriously movement around them is a must. Although the same goes for the computer, it has obviously been taught by the fiendish programmer the best routes around such barriers. After a lot of practice you'll stand a chance of thrashing the computer, even on the barrier levels. If you tire of playing the computer, you can always grab a surplus friend and thrash them instead.

The only noticeable difference between the PC and Amiga versions is the



sound, on the Amiga it is slightly better, but the again there isn't much sound in the game, so using a sound card for the PC would just be a waste of time. When you are playing a game such as 7



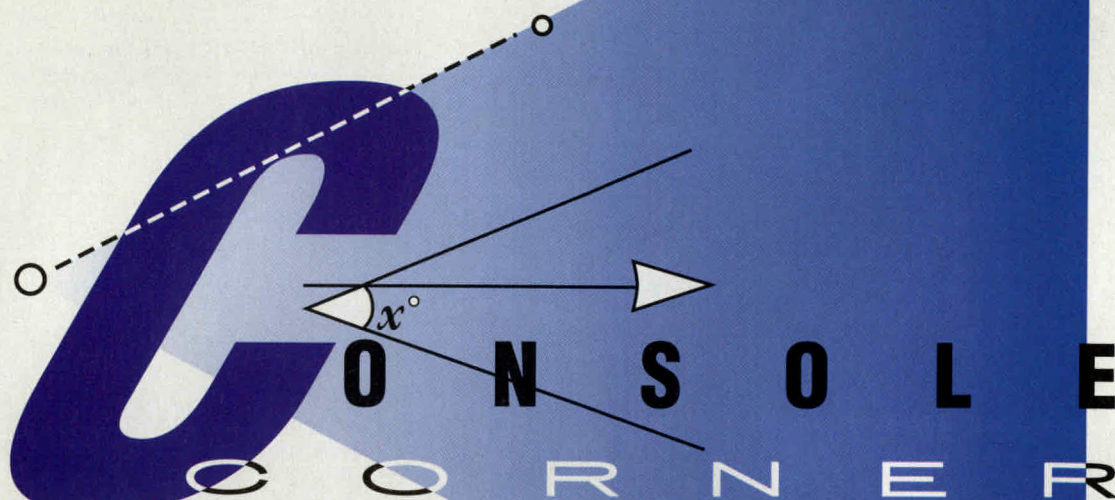
Colours, where you need to concentrate at all times, you don't really take much notice of little things like sound effects, or the fact that the dinner is burning and the chip shop is about to close, what is important is the game itself.

Out of the many game options that you are presented with, I have to say that the most interesting game is the one in which the diamonds are set to

maximum size, because you have to think and move at twice the speed if you wish to win.

I was surprised to see that I could not differentiate between the two versions, so to say which of the two is the better is not a easy task. Eventually I decided that as far 7 Colours goes, I don't think it matters which version you play, it will always be a hit.

Edward Fountain



CONSOLE

CORNER

Welcome to the first in a new, exciting, bouncy and, above all, moist console section which will feature 'things' about consoles. I say 'things' because I haven't a clue as to the content - it depends what my spies can forage for me. You'll get your share of news, previews, interviews and other words ending in 'ews'. You won't see any cricket bats, though, as they don't contain any 'ews' whatsoever.

SEGA GOLD



Sega Master System owners rejoice! Why? 'Cos U.S. Gold are to release four new titles for the venerable machine.

First is that classic computer golf simulation World Class Leaderboard, (featuring three golf courses), closely followed by SSI's AD&D action RPG, Heroes of the Lance. Heroes promises to be an interesting release as it will be U.S. Gold's first 4MB cartridge. The action racing game, Outrun Europa, will precede the most eagerly awaited Master System release - Super Kick Off. This digital soccer legend will, hopefully, incorporate all of the best bits from Kick Off 1 & 2 plus the add-on packs.

PC ENGINE CD UPDATE

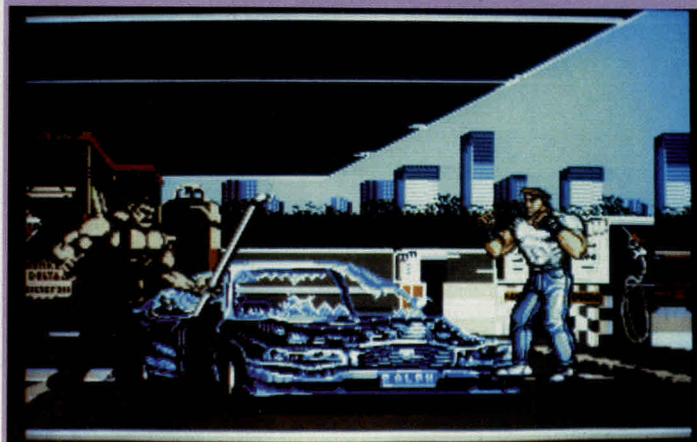
NEC has been upgrading their CD-ROM system for the past five millennia. News has finally filtered through that the upgrade is in the form of a new HuCard that has 192k of RAM onboard. It is currently out in Japan and going for \$71 (or £42 approx). I understand that it will be announced at the American's CES in January for US release at \$69. No UK prices have been confirmed as yet.

NEC is supposed to also announce the Duo (CD+PC Engine+built in RAM upgrade) for release later in the year at a rumoured \$399 (or £235). In short, buying the CD unit now will not leave you in the cold later, unless you were considering the Duo - because the Duo has a slightly faster CD mechanism which is less prone to those 'lost in space' pauses when the system does a bad seek.

FINAL FIGHT HINTS

For Abigail, when he turns red and rushes, you stand there and hit PUNCH repeatedly and you should knock him down.

To get the option screen, press the left button on the edge of the controller and start at the title screen.



THE COSTS OF CARTS

Has anyone else noticed that the SNES carts seem to be priced way out line, in addition to some of the new examples for the Megadrive?

Fair enough, cartridges are hardware based as opposed to floppy disk but, on the other hand, the massive distribution and sellthrough should make up for that, surely? Are video game cart companies pricing themselves into a situation where they will kill their own marketplace within a couple of years? Computer Fun talked, exclusively, to Accolade USA who offered their own views,



"Each cart, requires a different PCB due to the different manufacturers of ROMS. i.e. a ROM from Fujitsu isn't necessarily the same as from Texas. Thus, the trace lines might differ from one game to the next.

"Also, the size and number of the ROMs has a lot to do with it. As far as I know, you can't put two 4-meg ROMs on a board meant for one 8-meg ROM. Since we're not Nintendo or Sega, we don't have priority in the supply lines coming out of Japan. We take what we can get.

"Even if we could use generic boxes, labels, etc..., I don't think that would go over well with consumers. Imagine getting a game in a white box (with no artwork on the outside), with a cartridge inside (with a blank label in which you, the customer, must label yourself). Nothing is generic. Everything costs money to produce.

"The only way to lower manufacturing costs, would be to: Reduce the fixed costs (overhead), which I think we've done pretty good so far. Reduce the variable costs (or rather reduce the cost per unit) by manufacturing many, many, many units at a time. This needs to be balanced by common sense. What good is reducing the cost per unit, if you don't sell the inventory you build up?

"It's true that in general, carts sell more than disc based products. That's because the market is much bigger. It's like going from a small pond to a big ocean. Unfortunately, the profits per unit are lower on carts than on disk based software (due to the higher manufacturing costs).

"It's a tough world out there. Like you, I wish the prices for the carts would come down, but it's not likely to happen soon."

FIRST LOOKS

I've managed to have a quick play of Pit Fighter but it doesn't look nearly as interesting as the arcade game. The programmers have shrunk the characters down (dramatically!) to the size of the majority of games (about Mickey Mouse size). There's no zooming in on the fight, but the actual arena to fight in is much wider (about 1.5

screens). It's fun to play around with for awhile, but not really worth the big bucks asked for this game.

PC ENGINE GAME RELEASE CHART!!

Compiled exclusively for Computer Fun - here's the latest, and most comprehensive, list of forthcoming PC Engine games:

October

Champions Forever Racing
(CD) Camp California
Silent D'buggers
(CD) Pit Fighter
Parasol Stars:Bubble Bobble III
(CD) Valis III
(CD) Ys III:Wanderers from Ys
(CD) Vastel
Night Creatures

November

(CD) Shape Shifter Jackie Chen
(CD) It Came From the Desert
SCI
(CD) Discis
(CD) Exile
Cadash
Dead Moon
Raiden (6 MEG!)
Falcon
(CD) Addams Family
(CD) Loom
Turrican
(CD) New CD-ROM BIOS+RAM upgrade
CyberCore II
Rat Fink

December

Gunboat
Military Madness II
Darkwing Duck
(CD) Beyond ShadowGate
Davis Cup Tennis
(CD) Shadow of the Beast
Ballistix
Order of the Griffin
Andre Panza Kickboxing
(CD) Cyborg 297

1992

(CD) Lords of the Rising Sun
TV Sports:BaseBall
Dangerous Dimensions
Champions Forever Boxing





PREVIEW

Shadow of the Beast

Sega Master System
Tec Maqik

The Beast is back.

Transformed into a beast by a evil magician is more than enough reason to bear a grudge, and your transformation gives you the means to do something about it.



As the Beast you must enter the domain of the magician and bash those baddies. As you

dash along the horizontally scrolling landscape, avoiding bouncing boulders, monsters, and things that rise from the ground to cause your demise, you must search for an entrance to the underground sections. You also need to locate potions and keys to aid you on your quest.

One of the biggest gripes about this game when it was on the Amiga and ST was the amount of time spent accessing the discs. You had great sprites, huge monsters and a two minute pause every time you changed location. Not any more thanks to the almost instantaneous nature of the cartridge. With this major grumble out of the way you are free to enjoy the game for what it is.

When you do make it to the underground sections, (without having to wait for the loading), the game takes on a more platformy feel. There are a lot more items to collect, especially potions which do everything from boost flagging energy levels to increasing the Beast's jumping power, and here you will find some of the larger monsters. Kill these excessively large beasts and the level belongs to you.

As arcade action comes you're going to have to go a long way to beat this game on the Master System.

Adrian Pumphrey

ALIEN STORM

MEGADRIE

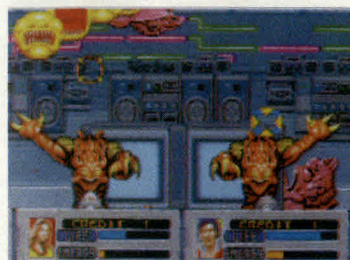
Save the World, laser an alien today.

It's not easy being a hero, having to save the entire population from a load of Aliens that are storming the city, especially when the odds are against you.

The odds in Alien Storm are definitely not in your favour. Fighting four to one is easy, it's when they start jumping on

Anyway getting onto how you actually play the game, it's basically much the same as Operation Wolf in some bits and Double Dragon in others, you know — boxes here and there, along with warehouses, shops and so on.

On some of the screens you can enter shops, but not until you have completely rid the screen of aliens, once you're inside just shoot what's in front of you and collect the different icons, such as power and first-aid kits.



your face that it gets a bit much, and your guess as to what they're doing here is as good as mine.

Then it's back out onto the streets for another battle. As you get further on the Aliens get bigger and harder to kill, this is where your super weapon comes in, use this and you will wipe out any aliens on the screen, well most of the time anyway. Try not to use it unless you really feel you have to, as it does use up quite a lot of your energy.

And now for the summary; good graphics good sound, and definitely addictive.

EDWARD FOUNTAIN



FATAL REWIND

MEGADRI
ELECTRONIC ARTS



Forget Bobs Full House, Play Your Cards Right, Every Second Counts

and all those other tacky

On you clamber to the top of the maze where you'll come across many valuable icons, these signify more powerful weapons, keys and extra energy. Energy can also be collected if you shoot all HALF's in a single swarm. This is quite an easy task if you've managed to obtain a triple shot laser, otherwise you'll have to have reasonably fast reactions.

Fatal Rewind is a cross between a platform game and a shoot-em-up, with a little bit of added excitement in the form of the acid pool.

The graphics are not terrible but small, unimaginative and they tend not to vary much from level to level. This is



game shows. It may seem impossible, but in the future we're in for something even more sick (only according to the game). An innocent member of the audience is given a set of body armour, a single shotgun and thrown into a maze full of Hostile Artificial Life Forms (HALF's). This dazed person must make it to the top of the maze by negotiating a series of platforms. But this is not all, a river of red acid is slowly rising beneath you.



redeemed by an interesting game which could have been a lot better, if it was presented well.

Simon Dale



DECAP ATTACK

MEAGADRI

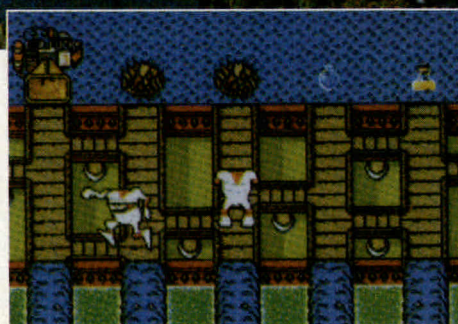
Although created from the bodies of many a kind and caring person Chuck D. Head is far from perfect, Frankenstein's monster looks like a saint compared to this guy. His most predominant feature is a large furry head which inhabits his chest and pops out to savage meanies at the press of a joystick button.

Decap Attack is a platform game in the style of the Mario Brothers

Your main aim is to find the world gate which can be anywhere. So while looking for this gate you must decapitate walking skulls, poisonous jellyfish, werewolves and a whole host of baddies, some of whom are armed with gruesome weapons.



Fortunately in the weapons area you have been well provided for. Not only do you have your two fierce heads, but many a mutant killing potion can be found if you look in the right places. Potions can provide exceptionally good graphic effects even if you don't



find them very useful. But when all else fails meanies can be squashed by a few jumps on their heads in true Mario style.

series and Sonic the Hedgehog, except play is a lot faster. Acts of violence are a lot more graphic and the excitement level is higher.

I have now become a Decapattack maniac, but be warned, it's very addictive and not for the weak of heart.

Simon Dale





STRIDER

MASTER SYSTEM

Slice those baddies.

Run, jump, slide, climb and swing along the surface of the planet, destroying all mutants you come across. Guide Strider through collapsing cities, sweltering jungles, ice-capped mountains and

he swings from side to side in order to destroy any nasties who decide to block his path.

As he runs along the horizontally scrolling screen he will encounter many nasties. These irritants come in various shapes and sizes, from strange robotic things carrying large meat cleavers to giant metallic panthers which dominate most of the screen. The problem with the larger sprites is they tend to make the game slow down and produce an annoying flicker in all the moving sprites.



all because the lady loves Milk Tray, (well actually the primary aim is to save the world from the alien mutants, which seems to be more of a worthwhile cause).

Strider comes equipped with a reasonably large sword which

Master System games are improving more and more, Strider is a prime example of this. The graphics are extremely well animated and colourful, although fresh backdrops are few and far between. But what can you expect from an eight bit machine? If

you've played Strider on any other format you won't be disappointed with the Master system version. So when you've got the cash, pop out and buy a copy.

Simon Dale



STREETS OF RAGE

SEGA MEGADRIIVE

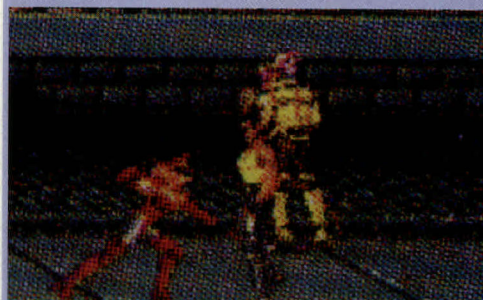
Forget the boot in the face, use whatever you can lay your hands on.

In a city where once everything was calm, and you could walk the streets without fear of being mugged, something is

wrong, a great crime organization has taken control, even the Metropolitan Police Force has been corrupted. But all is not lost, as three brave young police officers have sworn to clean up the city.

You can choose to play any of the characters, Blaze, Axel or Adam, all of whom are greatly skilled in the art of self-defence, you can also play a two player game with a buddy if you have two joypads. You will receive back-up from a couple of mates whenever you need it, they can be summoned by pressing one of the buttons on your joypad, then just sit back for a second and watch those baddies burn.

The levels don't really get harder, it's just the guy at the end of each that causes all the problems. I think someone should tell them that when you



get hit round the head with a pole, or stabbed, you're supposed to die.

The actual game plays a lot like Golden Axe and Double Dragon, with the different weapons that you can pick up, and the same kind of background. If you enjoy that type of game you should have no problems when it comes to playing Streets of Rage.



EDWARD FOUNTAIN

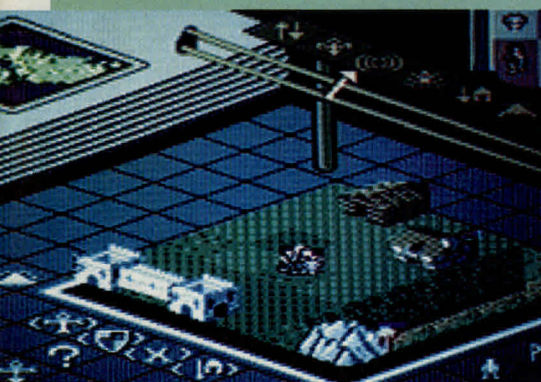
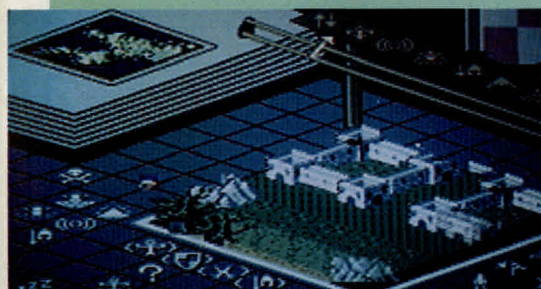




POPULOUS

TEC MAGIK
MASTER SYSTEM

People come and go but Gods are still around for all eternity. So as you can imagine they get a little bored and start to interfere with the lives of us mortals.



As you may have guessed or possibly even known before hand, while playing Populous you take the role of the God. Apparently all there is to being a God is to flatten out the land for your faithful worshippers so they are able to grow crops. While at the same



STRATEGY

time destroying those who do not believe you exist. You do this by using a number nasty events which as far as they are concerned are natural disasters. Now you know why it is wise to believe in the holy one.

You begin the game looking down (obviously) on one of six 3D terrains. Your followers wander aimlessly about their land trying to figure out how to grow crops on hills. Then God comes along with his advanced icon system and starts to generously flattening out their land.

Unfortunately the game is not as simple as that, you also have to contend with the Devil and his worshippers who will continuously be after your people's accommodation and will not hesitate to kill them. So your main aim is rid the world of these terrible

Devil worshippers.

Populous is definitely the most complex and well presented game ever to be released for the Sega Master System and compares favourably to versions found on the sixteen bit machines.



STARFLIGHT

ELECTRONIC ARTS

MEGADRIVE

Your planet's destruction is imminent, due to the intense heat now being emitted by it's sun. You must take command of large interstellar battle craft and

initial skill levels and race specialties. It is possible to train your employees to make them more efficient, this costs money, how much depends on the characters learning rate.

Next it's time to spend the rest of your cash on equipping your ship. A huge mass of equipment is available but to begin with you'll only be able to afford weaponry rated pathetic on the killing scale and a few cargo pods. Finally you must contain your excitement and head for the airlock for the flight of your



lifetime.

Graphically and control wise your craft is virtually the same as in Star Control. Just simply rotate left or right and thrust. But when it comes to landing on a planet you'll be able to release a small buggy with which to mine minerals and collect specimens. This is not done for pure pleasure as they can be sold at to those generous people

inhabiting the space station.

in true Star Trek style boldly going where no man has gone before.

Finding yourself in a metallic space station corridor your first task is to recruit and train five crew members to aid you in your quest for a new world. The candidates come in five different races, all of which have different

Encounters with friendly and hostile aliens, searching for valuable minerals and seeking out inhabitable planets is not everyone's cup of tea but fans of Elite/Star Control type games will be overwhelmed with joy.

Simon Dale



ARCADE

TECHNOCOP

MEGA DRIVE
GENESIS

Reckless driving, blood splattering, maniacs, and that's just the good guys.

Take a trip into the distant future where violence is considered normal. You enter this time as a Technocop, one of the few survivors of the law enforcement legion.

The game is split into two separate sections; driving a VMAX turbo charger equipped with Apache side mounted rocket launchers, and entering a thug infested

While driving your mean VMAX at dangerous speeds across the devastated terrain, you will encounter a large number of opposing vehicles which don't seem to have any concern for your welfare. To deal with these road hogs you have you advanced weaponry and hopefully fast reactions.

The next section is set in a graphically depressing building which scrolls neatly to the left and right around the movements of the Technocop. To add a little more excitement to this scene the Technocop never stays in the centre of the screen, but very close to the edge making it a lot harder to spot the thugs sneaking up on him. Thugs and wanted criminals are disposed of with a simple blast or two from your .95 AutoMag (a type of futuristic gun), and die spread out in a satisfying pool of blood.

Acts of violence are best confined to the screens of televisions or monitors, but as far as I can see Technocop has set out to sell itself on violence and violence which alone does not keep the interest level up for long enough.

SIMON DALE



building to hunt down an offender. Both stages have a set time in which you must achieve the simple tasks ie. race to the scene of the crime and capture or destroy the criminal.



ARCADE

STORMLORD

MEGA DRIVE
GENESIS

Scantly clad fairies in trouble, of course you'll help.

In dark worlds where only the strong will survive, someone has imprisoned the fairies, only you - StormLord can rescue them.

With the many spine chilling levels you must survive, it is strongly advised that you do not hang around, unless of course you're a masochist and enjoy being transformed to bones. There are also many objects which have been placed in certain places throughout the different levels, collect these and you will make your task a lot easier.

One of the good points with the game is that you can double back on yourself, so if you have missed an object that you need, you can always go back for it. Another is that if there is a chance that you will loose a life, you can always stand on the nearest transporter and call your friend Thortos the great eagle, who will carry you off to a different transporter pad.

Many of the creatures you will encounter may not be as easily killed by your weapons as others,



and this is where you will find that certain objects will come in handy, for example bees like honey. Some of the objects and fairies that you must collect, may be high up on ledges, so some jumping will be required.



Apart from the gameplay itself, the graphics are also very good as is the sound. A thoroughly enjoyable game for those who prefer to bash, jump and think their way out of trouble.


**EDWARD
FOUNTAIN**




In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.


NOW THEY'RE BACK ... WITH A VENGEANCE!!!

Bigger, badder, brighter, bolder and better, Super Space Invaders sends the game that launched a thousand games rocketing into the 21st Century with a host of amazing features:-

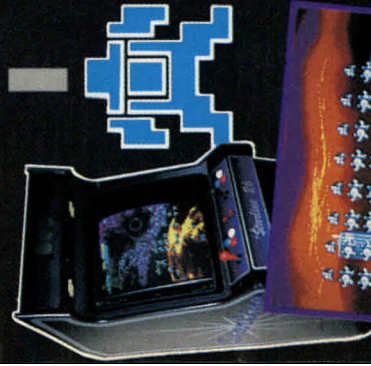
 Level after level of increasingly weird and hostile invaders

 Amazing multi-way scrolling playfields

 Huge end of level mega monsters

 Secret hidden levels for only the best to find.

It's the sequel with no equal!



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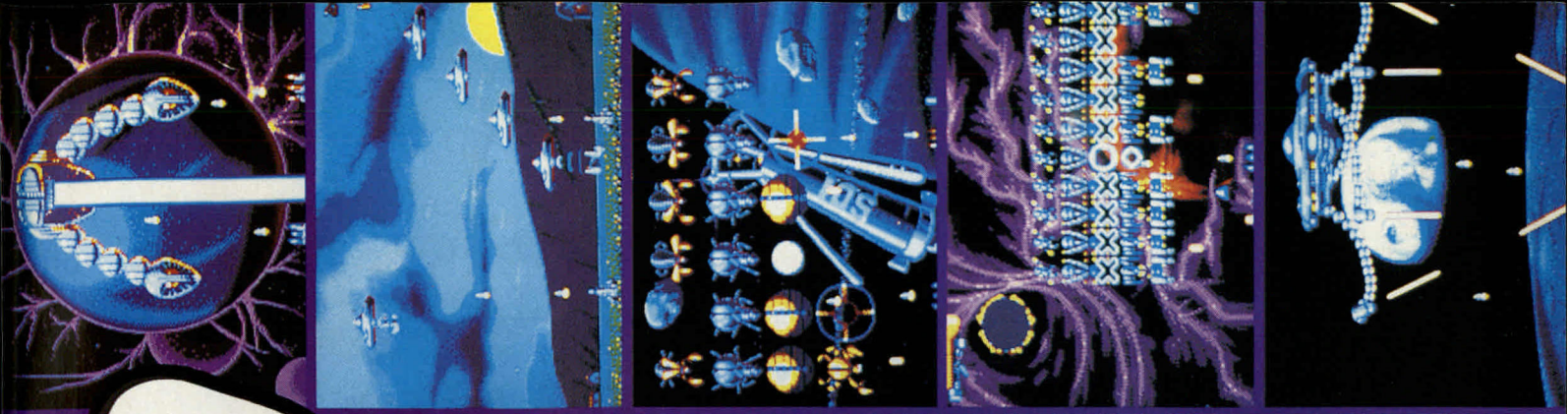
Taito

DOMARK

Super Space Invaders

TM

AMDA SCHENSHOTS





THE TIPSTER

Ha, if you haven't completed the game yet you can't be cheating enough. Read on and discover what my little tricksters have been up to this month.

PRO BOXING (C64)

The full set of passwords for fans of the brutal boxing sport.

Mild martin - no password
Steady Eddie - Party
Dirty Larry - Talon
Fast Freddie - Sword
Deadly Dan - Union

Paul Smith

KID GLOVES (AMIGA)

An interesting cheat for the exciting platform game Kid Gloves, which has recently been re-released on a budget label.

Play up to level six then lose all but one of your lives and press backspace. This will take you back a few levels but also gives you nine lives.

Paul Cross

ROCKET RANGER (AMIGA)

Jamie Baker recently brought Rocket ranger in its budget form and couldn't resist sending in heaps of helpful hints, and we could not resist publishing them.

THE WAR ROOM

Your main priority in the War room is to find either, (though preferably both), of the two Nazi Lunarium plants. Until you find these, there is absolutely no way you will be able to complete the game. At the start, remove your agent in Germany and place him along with the other four in Africa, because one of the Nazi bases is always near Africa. The same applies if they find a brainwashing plant or Nazi radio signals. Do not spend more than ten months at the fort. If you have still not found the base after then it's best to abort and try again. As soon as you find the Nazi base, organise resistance and fly straight to it. If more than two, restart. Never order agents to maintain a high profile as they always get caught.

THE NAZI FIGHTER PLANE GAME

Always keep Cody positioned so that you can see his back and not his belly. With your finger holding down the fire button, stay near the bottom of the screen and wait for the fighters to appear. When they do, manoeuvre so you are directly below them and let them have it. If you're lucky you'll come out unscratched.

THE ACK-ACK GAME

Attacking the Nazi Lunarium base is a piece of cake, just avoid the flask and remember to fire slightly early at the gun emplacements to allow the Lunarium to spread once it has hit the ground.

HAND TO HAND COMBAT

Simple really, just punch the guard in the head when he blocks to his body. You don't need to block yourself until about the third fight. Keep punching relentlessly and you'll emerge victorious.

THE TEMPLE SHOOTOUT

Keep pulling down on the joystick to keep Cody covered while the machine gun fires. When a window opens rush over to it so you are directly below it and open fire, (You get about three seconds before it fires). When all the windows have been destroyed, a door in the centre opens to let you in.

THE ZEPPELIN

Fly out to the Atlantic (easy enough) and you intercept the Zeppelin automatically.

On the first screen, concentrate solely on blowing away the rocket torpedoes. You can't hit the Zeppelin at this range so don't even try. On the second screen fire a few ranging shots before you attack, try to hit the canopy below the main air-bag, (allow for the bobbing up and down of the Zeppelin). If you succeed the canopy flashes green and you are taken inside to meet the Professor and Jane. The correct answers to Jane's questions are:

- 1 - I'm on a mission from God.
- 2 - I'm just warming up.
- 3 - You'll never believe me (or words to that effect).

THE FINAL SHOOTOUT

Keep firing (only duck when absolutely necessary), because the final game is played to a very strict time limit (due to your eye sight being weakened by large quantities of Lunarium). The female lunar death troopers fire directly down at you making aiming very difficult. The trick is to fire on them before they get a chance to attack, ie. while they're sliding down the ropes. There are plenty of zombies to waste so don't hang about.

Basically, you'll have to rely on practise and good luck but these hints should set you off in the right direction.

Jamie Baker

GOLDEN AXE (C64)

When axe wielding gets a little harder than usual you can always fall back on this interesting cheat. Just pause the game, press fire and waggle the joystick in port one a little. This will enable you to skip levels.

Rory Chapman

TURTLES (C64)

Cowabunga dude, just check out this totally awesome Turtles cheat.

Whilst playing the game simply type in PABLO and hold down the CTRL key while pressing P for an amazing cheat.

Mark Carville

SIM CITY (PC)

It's not every day you gain \$1000 for free, so why not hold down SHIFT and type fund. But beware do this more than five times and you will start a quake.

Chris Tomlinson

TURRICAN 2 (AMIGA)

Press space on the title screen to enter the sound test screen. Press 1, then 4, followed by 2 and ESC twice, you will then begin game with infinite lives and power lines.

Stephen Hamma

TOKI (ST)

After the two last month, yet another cheat for that brilliant platform game Toki comes flying through the post, this time for the ST version.

Press escape during the intro sequence, before you are changed into an ape. As soon as you have done this type in POORTOKI. You can then use the function key to access the levels 1-6.

James Kean



TROLLS



When the Death Knights of Krynn come a calling these pages may be all that stand between you and oblivion.

matters is killing orcs. Suffice it to say that Maya's former lover turns up as a Death Knight on a Death Dragon, and steals the Dragon Lance. This is of course a bit much, and the characters, controlled by the you, must regain



Death Knights Of Krynn is the latest of the AD&D based roleplaying games from SSI and is set in the same DragonLance/Krynn setting as Champions Of Krynn (Well come on, what do you expect from the title?). It is set shortly after the heroes trounced a certain draconian by the name of Myrtani.

The game opens with the merry band of adventures whooping it up at the first anniversary celebrations of the Battle of Kernan (where that certain draconian was trounced). But amidst the celebrations a little surprise is waiting, I don't really want to get into details here, 'cos after all background is irrelevant, the only thing that

the lance and destroy Sir Karl, who as Death Knight has gained several personality disorders and a rather severe case of BO. To top it all off Maya takes off after Sir Karl in her normal form, that of a silver dragon.

Right then, enough of this, lets get down to the basics, how to kill orcs! To start, stake your orc face up over a large boulder, then taking a sharp axe, sword (or even a blunt mace), cut the orcs head off. If you are using a mace this might be a little difficult, so I'd settle for a severe brain bashing. Alternative strategies involve some risk so I don't recommend them.

Unfortunately there are no orcs in Death Knights Of

Krynn, just a lot of undead, a lot of Spivaks and a fair old number of dragons of both friendly and unfriendly persuasions. None of which will place their heads on a chopping block for you, so you'll just have to do it the hard way.

Now as always the first step in playing role playing games is to set up your party, those amongst you with lots of discs, or just a very neat disc collection, will have the easiest answer. That is load in the save game disc from Champions of Krynn. This has two distinct advantages, the first is that the Champions characters are of a higher level than new characters, and the second advantage is

that they will retain all their equipment and magic items, unlike those cursed games Azure Bonds et al.

Of course if you never played Champions, or wiped your save disc, or lost it, or your house burnt down, etc...! In this case you'll need to set up a new group of characters, which should more or less follow the usual guidelines. That is, try to keep the characters single classed, balance off the needs of the party with regards to might and magic. In this case thieves are useful (unless you take along elves to spot those secret doors!).

One combination you could try is two fighters, a cleric, a mage, and then possibly a



cleric/mage and cleric/thief. This means that you will have some single classed characters to take the hard knocks, but you'll also have a couple of talented individuals who'll gain levels more slowly. At least one of the

encounters, not to mention more monsters in the set encounters. It really depends how much of a challenge you want, but I would recommend the mid levels as being sufficiently challenging without being constantly lethal.

Actually, by a strange quirk of fate, if you've not got a saved game from Champions it could be worth your while to use a higher difficulty level than otherwise. The reasoning is thus, with a novice party you will be short

of power, but that can be remedied by getting the experience from killing lots of wandering monsters. 'cause there's always a drawback, and in this case the greater difficulty leads to the final apocalyptic encounter being



fighters should be a knight, and because of the somewhat undead nature of many of the monsters a lot of clerics are worth having.

Obviously when you are creating a party from scratch it is worthwhile taking full advantage of the ability to change the characters stats. Or to put it another way cheat



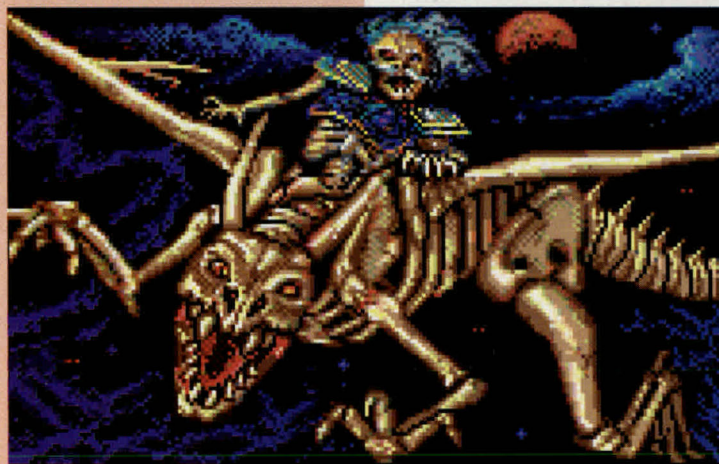
that much more difficult. Not to mention some of the other encounters, like the undead below the Clerist Tower. But you can't win them all.

So much for setting up, what about playing the game and killing the opponents. Well as I said earlier, the best way to kill an orc is, (stop talking about orcs and get on

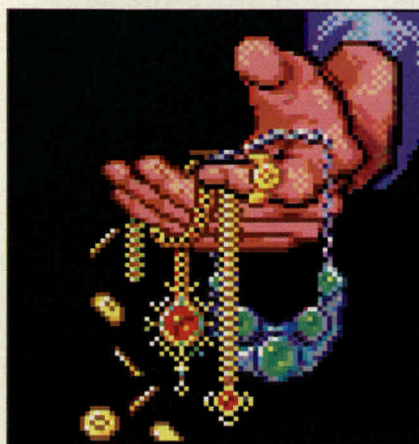


like crazy and set all the characters stats (as well as hit points) to max, believe me you'll be glad you did.

Having set up the party it becomes necessary to choose a level of play. The choice here is really best decided by how familiar you are with the system. Novice is the easiest, and readily exemplified by a dearth of wandering monsters. Whilst at the other end Veteran will result in a positive flood of random



with the column! Ed.). Spoilsport, okay, let see! As with all this series from SSI there are two ways to go for the big V. The first involves avoiding all the side issues, and cutting straight to the heart, a sort of Raid on Entebbe. The second involves a complete exploration of the environment, wiping out everything which moves and collecting every last copper, sorry steel.



To be honest I wouldn't recommend the former here, it's possible but you'll need to use characters from Champions for the higher levels, and even then you may die. Plus the latter method will give you more fun, and a much greater chance of success.

For example, at the top right of the wilderness map is some water, well actually it's a blue coloured area on the monitor screen, but its supposed to be a sea. Anyway, wander along the coast and you'll come to a ship, enter the ship, knock off all the wrights, wraiths, skeletons, undead rats

the game to understand it - Ed.). You'll find this weird and wonderful place by travelling along a valley, which is more or less directly south of the ship.

This Fun House is a maze of riddles, teleports and monsters. What happens is that you are asked a riddle, if you get it wrong you'll be teleported to a room of monsters. On the other claw, if you get it right you move on to the next riddle. There are only three riddles to answer, and the answers are WATER, HANDS and RING, in that order. See, I do help sometimes?

After knocking off some monsters, nothing much, just a few wraiths, spectres and an odd lich, prepare for more goodies. Apart from another +4 mace, if you can find good ol' Gluton you'll be rewarded with a Girdle Of Giant Strength, and a Red Mage Scroll.

Other places you could try are the cursed village and the father of trees, to name two, but be careful! It's also worth rerunning all the NPC interactions and non-combat choices of action to see which is the most useful. This is rather boring at times, but can



be interesting. There is one pub where buying drinks gets you nowhere. What you do is keep telling the innkeeper you don't wish to buy a drink and eventually he'll talk to you, not exactly roleplaying, I mean who'd not have a pint after being asked twice?

Finally, a short note on tactics. To start there's a lot of level drainers in this adventure, so make sure that you 'turn' these at every opportunity, or you may find a sudden reduction in your party's level. When it comes to combat there are two basic strategies, with a larger number of fighters you can surround the foe and attack from all sides to reduce their hit points, but with a smaller number of fighters you will be best using a defensive position to reduce the number of enemies attacking you. It's up to you.

Well that's all for this month, remember to tune in for the next thrilling instalment, and remember, the only good wraith is a live one, (Heh, heh!)

Peter Simpson

NAME	AC	HP
SIR DRYDEN	-4	90
LILLITH	-2	73
TANAR	-1	38
FLAVIUS	0	37
NECAIL	-1	36
CELESTE	-1	57

05,01 M 32:07 SEARCH

'STAND AND BE IDENTIFIED!'

NAME	AC	HP
SIR DRYDEN	-4	90
LILLITH	-2	73
TANAR	-1	38
FLAVIUS	0	37
NECAIL	-1	36
CELESTE	-1	57

13,10 S 00:57 SEARCH

etc, and collect the treasure. You don't ever need to do this, but if you do there is a +4 mace, a set of +3 banded mail, and a +3 sword. Not bad eh! Just remember that the +3 stuff is behind a secret door, with a trap attached.

The next port of call ought to be the Fun House, which is run by a dwarf that's just a gluton for punishment, (that's a pun but you'll have to play

NAME	AC	HP
SIR DRYDEN	-4	102
LILLITH	-2	100
TANAR	-1	39
FLAVIUS	0	56
NECAIL	-1	59
CELESTE	-1	57

CROSSFIRE

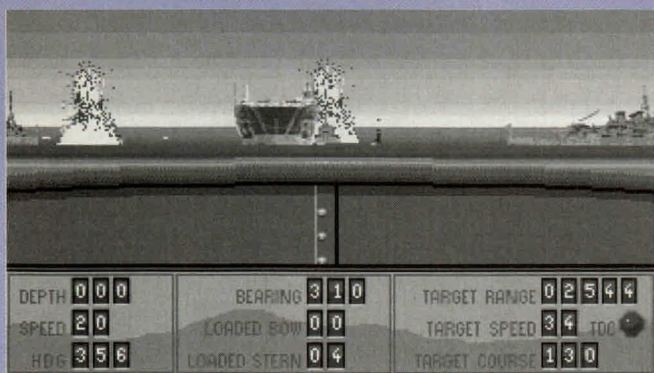
SILENT SERVICE 2

Run silent, run deep and torp those merchants as Peter Simpson tells how he would have won World War II.

A long time ago, in a galaxy far, far away, a games company produced a rather good submarine simulation called Silent Service. Being of a venerable age, and rather well travelled, I got to play the game, (actually, I think I reviewed it way back then), and in my own modest way, did quite well! But time and games wait for no man, and other games appeared, and my fancy turned to other matters.

All of which holds absolutely no interest to you, except that the game in question has been revamped, rewritten, repackaged, and is currently being resold as Silent Service II. As your very own hot tips expert I get to tell once more how to beat those nasty Orientals. Because as we all know SS II is about how those brave American seamen valiantly torpedo and destroy those vicious and merciless Japanese merchant ships.

But this leaves me with a small problem, you see normally when I do one of these pieces with missions and things, there is a set end point, but in SS II there is not. Which means that while I can suggest some general strategies, and in the case of the set scenarios, a few hints, when it comes right down to it, in the thick of the action, when those Japanese destroyers are bearing down on you, and enemy planes are bombing you, (actually I never met any planes), and the



batteries are flooded, not to mention the dive planes jammed, and the merchants are getting away, it's a bit difficult to give any concrete tips because of the open nature of the game, but here goes nothing.

Number one, pick your sub and playing level with care. A good game is given with the Gato class sub along with normal/advanced playing level. The normal playing level is easier, but the advanced level is more realistic. The lower introductory level tends to make the game too easy, while the less efficient subs usually mean less patrol time, fewer torpedoes and more chance of Davey Jones' Locker. On



the other hand the ultimate level simply makes things harder without adding anything to the game.

The question of torpedo is rather more difficult. Flawless torpedoes make for a quicker and more certain game, and when that destroyer is bearing down on you it's nice to know that if you hit, the torpedoes will detonate. But on the other hand this is a simulation, and in real life the torpedoes didn't always work. What you eventually choose is of course up to you, but only wimps use flawless torpedoes, and it takes a real hard man (or woman) to opt for the historically accurate duds. Guess what I used, and no it wasn't the flawless variety!

Third on the list is general approach, and my only word on the matter is SLOWLY. Whatever the situation, take time out to assess how you intend to destroy the enemy, never rush into battle without being aware of all pertinent information. And as a rider on this, it is well worth while writing down the various visibility ranges given at the start of every encounter, 'cos they aren't available again, and it's a deadly mistake to think that visibility is two thousand yards, when in fact it's three and you have just been spotted by that escort screen. Believe me, I know!

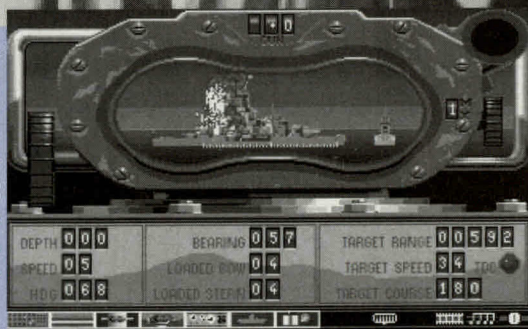
Finally make sure that you really are pointing in the direction in which you think you are pointing. There is nothing more infuriating than thinking you are moving in one direction and actually moving in another.

And so to the nitty gritty of SS II, the best start is with one of the simpler scenarios. That way you get to sample the delights, without running into any really great danger. *Mush On The Loose* is a good start, (nice guy *Mush*, first he torpedoes the ships, then he machine guns all the survivors), it's not much more difficult than the stationary targets, 'cos there's no escort.

The simplest and easiest way to deal with this lot is to end-around into a broadside position, about a thousand yards from the merchantmen, then simply fire a full spread into them as they cross



your path. This has the advantage that they will present a good target, with that many torpedoes you are bound to get at least some hitting and exploding, and you will be in a good position to surface and finish off any ship that are still afloat. Incidentally, Mush's solution only works if you have flawless torpedoes, and do some good shooting.



After completing this, it is worth graduating to the second Flasher scenario (imagine calling a sub Flasher?), where you face two Japanese tankers, heavily escorted by a number of destroyers and patrol craft. Which obviously makes for a nice little problem. As the guff says the best method is to set yourself up to slip inside the escort screen and then go for the tankers.



But this is easier said than done. With the shallow water, all the naval escort and, of course, the night, the chances of you succeeding first time are pretty low, unless you have had lots of practice on other difficult engagements. However, you ought at least to be able to get one or two of the tankers, even if the warships do get you in the end.

The next step up has got to be the Yamato. This is a very difficult engagement and the odds are heavily against you. Tactics here are pretty limited, both by the speed at which the ships travel, and the number of escorts. The only way you will have any success is to follow the book exactly.

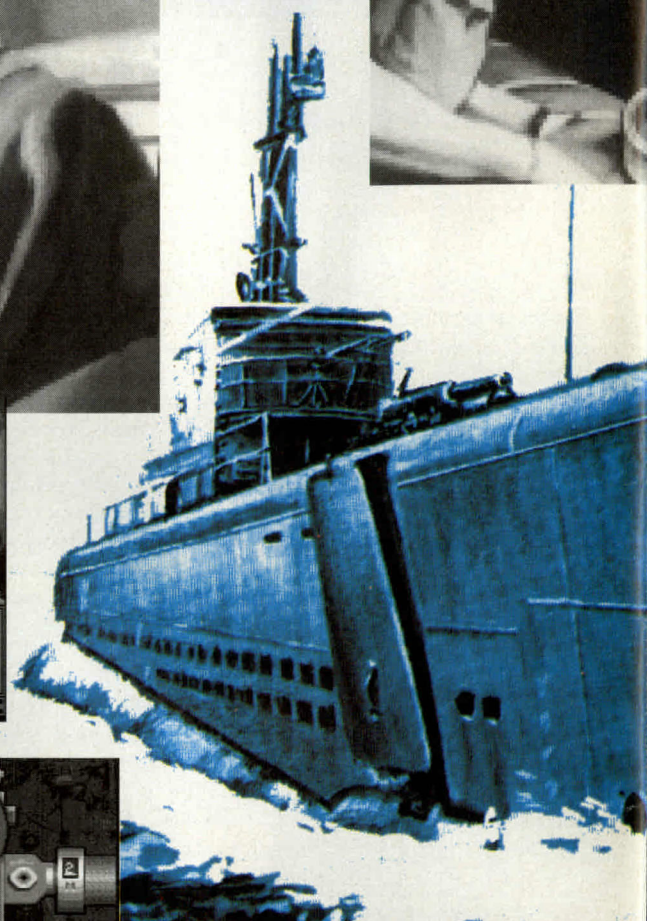
Set yourself up for a shot by moving directly into the path of the convoy, as soon as the Yamato is within range, fire all torpedoes, and then hope. Obviously the zig-zag course

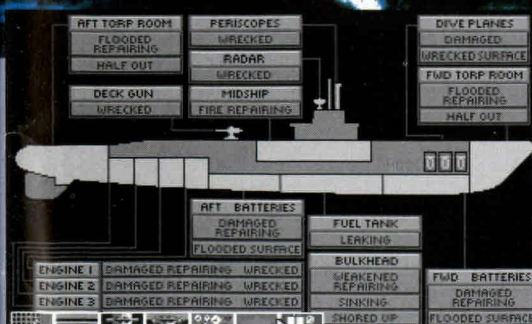
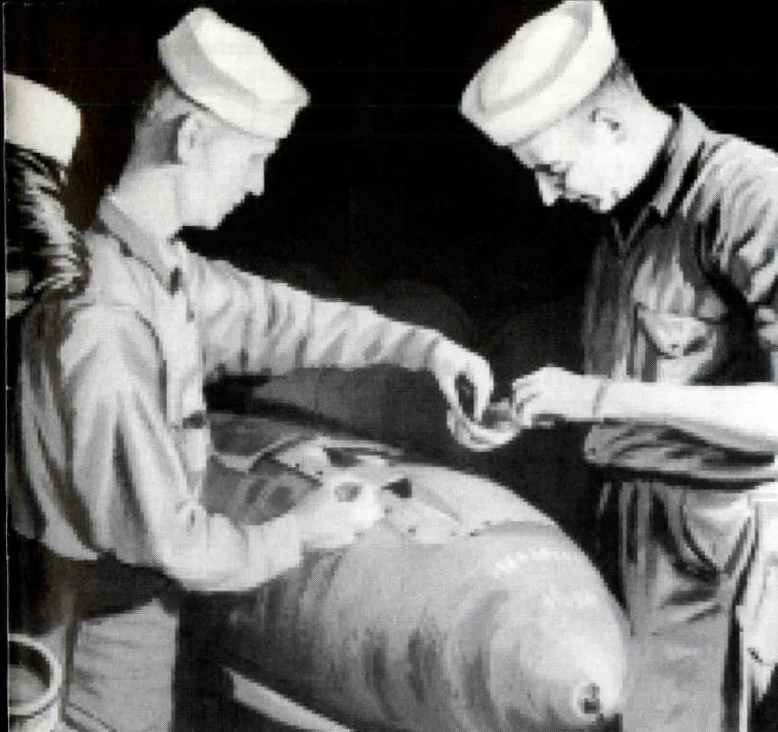
complicates matters, and you won't get that second chance if you fail. Not to mention the fact that the escort is going to be pretty hot about getting you once they spot the torpedoes.



All of which takes us onto the piece de resistance the full war career. By now you should be familiar with the submarine, and the enemy, so it's time to load up your torps and see how well you can do against the Japanese in the course of the war.

This is really the test of your skill, since there is no guessing what you may come up against, fishing boats or destroyers? But there are advantages. The first is obvious, most





engagements start at extreme range and you can pick and choose which ones to accept. And believe me, correct choice is essential.

Taking out those juicy battleships and

carriers may earn you loads of points and commendations, but the chances of you surviving the escort are pretty low. Best bet is to go for unescorted merchants, or those with only a limited escort. If you do go for the juicy ones, pick your target, take it out and then run silent, run deep. Trying for extra targets tends to be lethal, 'cos the escort is on to you.

If you choose to stick to the merchant targets there are two basic strategies. Number one is the most effective, but also requires

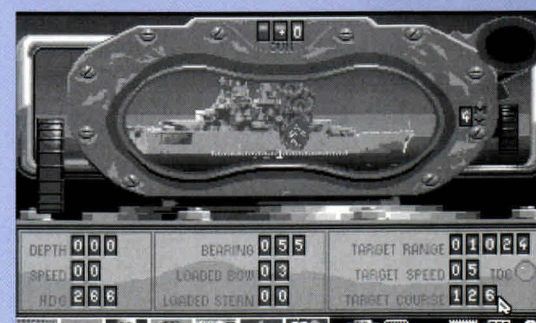
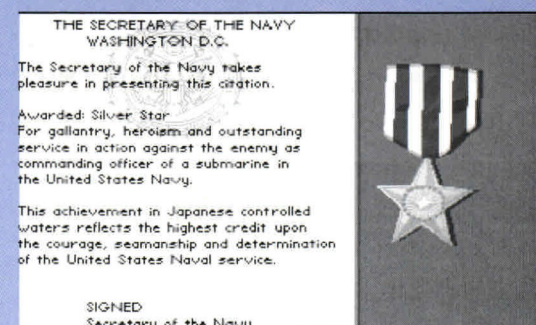
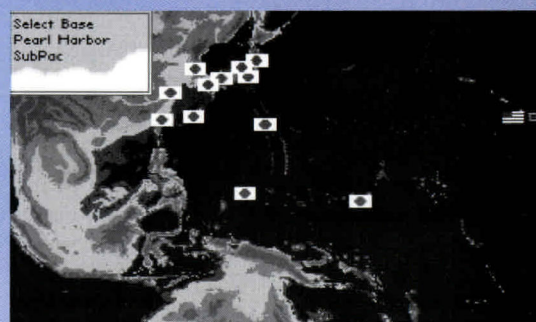
more skill. Go for the escort first, and then go for the merchant. The advantage here is that if you make the trickier shots at the escort you can get the merchants at your leisure, the disadvantage (well there has to be one, doesn't there?) is that if you miss the escorts it isn't likely that you'll have any chance at the merchants. Or to put it simply, less chance of success, but more rewards when you do succeed.

Number two is the surer option. Make the initial run for the merchants, this is the easiest shot to make, and if you take care, the first the enemy will know is when they spot the torps. Which of course means that you are almost certain to get something. But the disadvantage is that the escorts will have free range to try and get you, not that they might not with the first option. Again to put it simply, more chance of success, but less reward.

The two methods are really as dangerous as each other, so it's really down to a choice of style. Me, I chose the weird way, I nubble the escorts, surface and put a single shell into the merchant, then sail away. But then it's only a game, and I'm not the bloodthirsty sort.

Well that's all for now, folks! Happy hunting, and remember, the Americans committed more warcrimes than the Japanese!

Peter Simpson



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